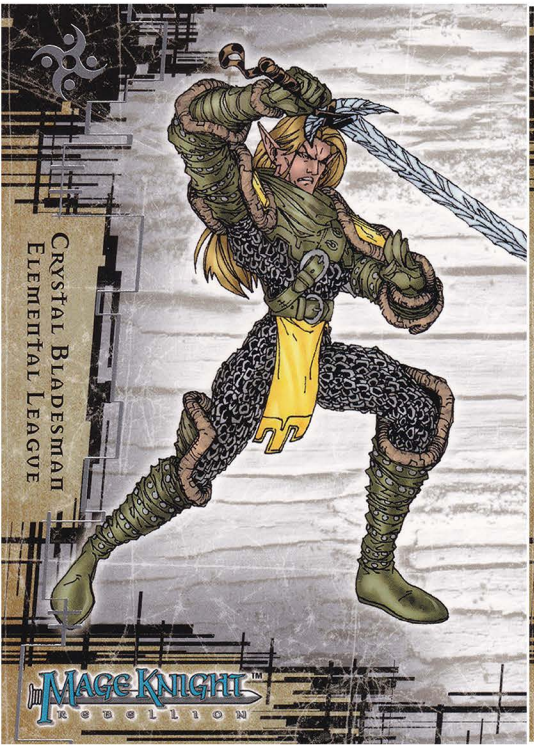
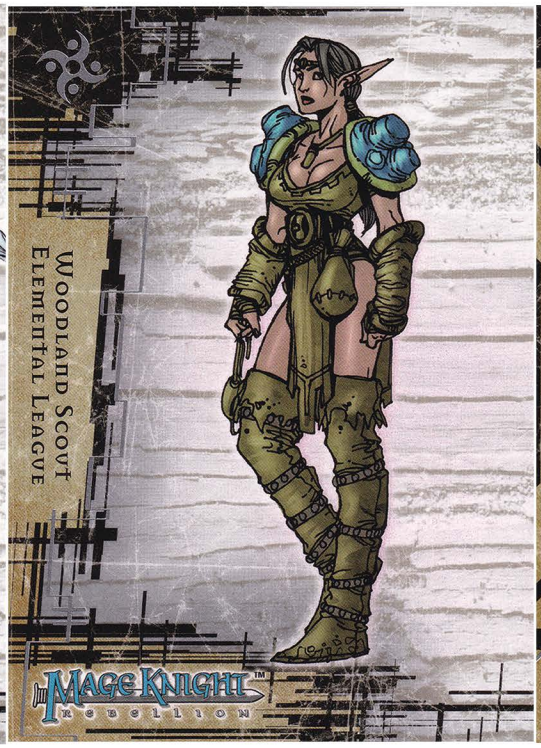
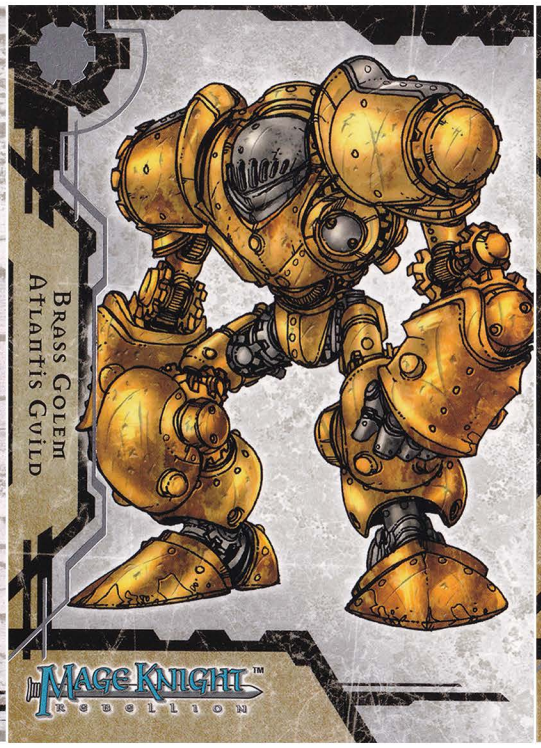

Crystal Bladesman
Elemental League
Mage Knight
Rebellion


Woodland Scout
Elemental League
Mage Knight
Rebellion


Brass Golem
Atlantis Guild
Mage Knight
Rebellion

Vtem Crossbowman
Atlantis Guild
Mage Knight
Rebellion

Ranger
Elemental League
Mage Knight
Rebellion

Mending Priestess
Elemental League
Mage Knight
Rebellion

Demi-magus
Atlantis Guild
Mage Knight
Rebellion

Vtem Guardsman
Atlantis Guild
Mage Knight
Rebellion

RE7

Crystal Bladesman
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	19	20	21
Rarity Level	1	2	3
Point Value	15	16	17
Starting Speed	8	8	8
Starting Attack	8	9	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

Masters of the art of combat, the Crystal Bladesmen are Wylden elves who have devoted their lives to honing their martial talents. Armed with swords grown from living crystal, and wearing armor magicked with powerful protective enchantments, these fierce warriors stand amongst the finest of the League's warriors.

Game Tip

Having Weapon Mastery in the first slot means losing it quickly. Heal this figure constantly for the best possible effect.

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RE5

Woodland Scout
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	13	14	15
Rarity Level	1	2	3
Point Value	7	12	14
Starting Speed	8	8	8
Starting Attack	6	6	7
Starting Defense	14	14	15
Starting Damage	1	1	1
Starting Range	6	6	6

Elven warriors that move quickly and silently, and strike without warning against the enemies of the Land. Loyal to the Elemental League and to the Land itself, these Wylden elves serve their purpose well.

Game Tip

Quickness is useful both in capturing a lone, vulnerable warrior, as well as spiriting them back to your edge of the battle zone.

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RE3

Brass Golem
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	7	8	9
Rarity Level	1	2	3
Point Value	18	21	23
Starting Speed	6	6	6
Starting Attack	7	7	8
Starting Defense	15	15	15
Starting Damage	2	2	3
Starting Range	0	0	0

A mechanical device created for the sole purpose of combat, the Brass Golem is one of the Empire's most essential units. While only able to comprehend simplistic commands, the Brass Golem can be useful in combat, as a never-tiring messenger or sentinel, or even as a cart-puller if needed.

Game Tip

Rush this golem out and engage ranged combat figures. With all that armor and a decent damage track, this Golem is suited for combat.

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RE1

Utem Crossbowman
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	1	2	3
Rarity Level	1	2	3
Point Value	10	11	12
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	15	15	15
Starting Damage	1	1	1
Starting Range	8	8	10

These "stick-throwers" are the grunt warriors of the Atlantean Empire, trained to fight with a sturdy crossbow and a quiver of machine-sharpened bolts. Wearing a topknot queue to signify their rank, these men are often amongst the first - and the last - to leave a battlefield.

Game Tip

Since they only deliver a single point of damage, put these figures in ranged combat formations for the best benefit.

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RE8

Ranger
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	22	23	24
Rarity Level	1	2	3
Point Value	15	18	20
Starting Speed	8	8	8
Starting Attack	8	8	9
Starting Defense	14	15	15
Starting Damage	2	2	2
Starting Range	8	8	8

These bow-wielding League warriors are renowned for their ability to kill at a distance with a well-placed arrow, whether they may be hunting a stag, a boar, or a Guild demi-magus. Able to conceal themselves with ease, they represent the deadly, unstoppable tenacity of the Elemental League.

Game Tip

A good attack blended with Stealth ability makes this a great ambush figure. Why not invite other Rangers and have a party?

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RE6

Mending Priestess
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	16	17	18
Rarity Level	1	2	3
Point Value	21	26	29
Starting Speed	8	8	8
Starting Attack	6	7	7
Starting Defense	15	16	16
Starting Damage	1	1	1
Starting Range	6	6	6

Elven women trained to heal the Land and to rejuvenate the bodies and minds of the warriors that protect the Land from harm. Trained in the Sanctuaries found throughout the Wylden Plateau, these Massenliche spend years learning how to use the forces of nature for the best possible benefit.

Game Tip

Ranged Magic Healing is a handy thing, especially if you place her behind a formation of friendly ranged attackers.

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RE4

Demi-magus
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	10	11	12
Rarity Level	1	2	3
Point Value	22	25	27
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	14	14	14
Starting Damage	2	2	2
Starting Range	10	10	10

Guild wizards versed both in knowledge and in feats of magic. When a young magus completes the first degree of their training, pieces of magestone are surgically implanted under the skin of their forehead. Through concentration and mastery of great pain, these magestone pieces can greatly augment their magical abilities.

Game Tip

Team the demi up with a few Crossbowmen to provide a hard-hitting formation with Magic Blast as a special bonus prize.

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RE2

Utem Guardsman
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	4	5	6
Rarity Level	1	2	3
Point Value	11	13	14
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	3	3
Starting Range	0	0	0

The Utem Guardsmen are the common infantry of the Atlantean Empire. Following the principles of ra'Bakash, "The Way of the Blade", these warriors often lead Empire attacks against enemy forces. They are identifiable by their center crest mohawk-style haircuts and the dueling guards they wear.

Game Tip

Of the lesser melee fighters, the Utem Guardsman hits hard for a cheap price. What more can you ask?

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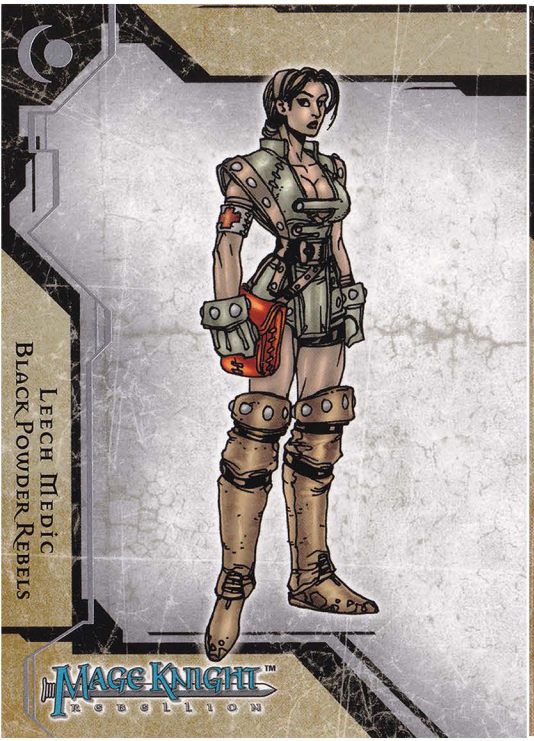

Leech Medic
Black Powder Rebels
Mage Knight
Rebellion

Khamsin Freelancer
Black Powder Rebels
Mage Knight
Rebellion

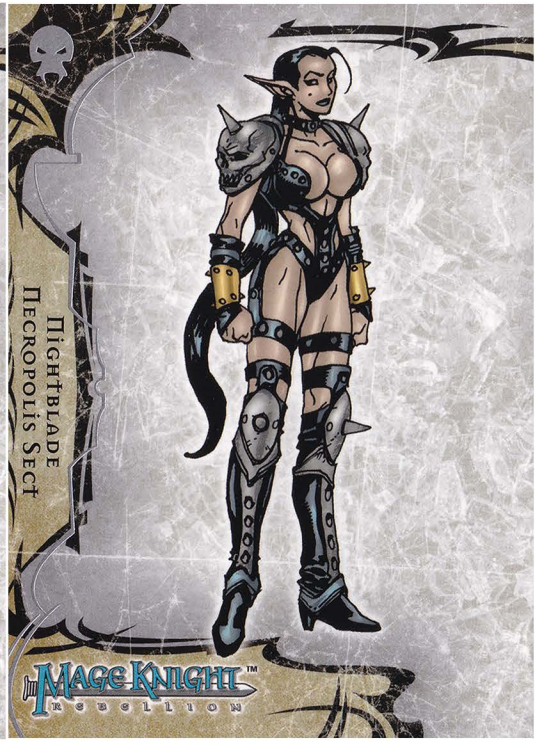
Grave Robber
Necropolis Sect
Mage Knight
Rebellion

Zombie
Necropolis Sect
Mage Knight
Rebellion

Dwarven Berserker
Black Powder Rebels
Mage Knight
Rebellion

Khamsin Fuser
Black Powder Rebels
Mage Knight
Rebellion

Feral Bloodsucker
Necropolis Sect
Mage Knight
Rebellion


Nightblade
Necropolis Sect
Mage Knight
Rebellion

RE15 Leech Medic
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	43	44	45
Rarity Level	1	2	3
Point Value	11	12	14
Starting Speed	8	8	8
Starting Attack	6	7	7
Starting Defense	14	14	15
Starting Damage	1	1	1
Starting Range	0	0	0

Trained in the arts of non-magical healing, these Rebel healers use natural remedies rather than magical means to treat their patients. The leeches they use in their healing practices provide an efficient way to control bleeding, prevent corruption, and if placed correctly, deaden pain.

Game Tip

While Leech Medics may only heal figures they are in contact with, remember that they can heal the wounds of the magic resistant Dwarves.

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RE13 Khamsin Freelancer
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	37	38	39
Rarity Level	1	2	3
Point Value	9	10	11
Starting Speed	8	8	8
Starting Attack	6	7	7
Starting Defense	14	14	15
Starting Damage	1	1	1
Starting Range	6	6	6

When the Khamsin Civil War came to an end, many of the citizens that fought in the bloody conflict turned to mercenary work as a way to make their fortunes. Armed with a black powder pistol, many of these Rebel Freelancers now lend their skills to whatever warhost has the gold to hire them.

Game Tip

Useful as a jailor or as cannon-fodder, use these figures to plug up the holes while your more important warriors win the war.

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RE11 Grave Robber
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	31	32	33
Rarity Level	1	2	3
Point Value	14	16	19
Starting Speed	8	8	8
Starting Attack	6	6	6
Starting Defense	14	14	14
Starting Damage	1	1	1
Starting Range	0	0	0

Grave Robbers are semi-skilled necromancers with the ability to raise nupheratii, or the lesser dead, back to life again. Disfigured by the necromantic spells they use to bring corpses back to life, Grave Robbers are often mistaken for undead by the living.

Game Tip

The Priest is a great healer who can aid a friendly figure 10" away, and has an 18 defense with any friends in base contact.

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RE9 Zombie
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	25	26	27
Rarity Level	1	2	3
Point Value	11	12	14
Starting Speed	6	6	6
Starting Attack	9	9	9
Starting Defense	12	12	12
Starting Damage	2	2	2
Starting Range	0	0	0

Zombies are corpses raised from the dead. While a master Necromancer from the Necropolis Sect may raise a Zombie back to life in such a way that its mind is left intact, most of the other Sect members possessing Necromancy are only capable of creating shambling, mindless automatons.

Game Tip

Zombies can be Necromantically brought back from the dead at full health, which saves you a few points on a healer.

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RE16 Dwarven Berserker
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	46	47	48
Rarity Level	1	2	3
Point Value	19	22	27
Starting Speed	6	6	6
Starting Attack	8	8	9
Starting Defense	16	16	16
Starting Damage	2	2	2
Starting Range	0	0	0

With the Dwarven immunity to magic, and a lust for life and battle that has grown within them since the day they were born, the Dwarven Berserker is one of most passionate and feared warriors within the ranks of the Black Powder Rebels.

Game Tip

With Magic Immunity, better than average defenses and Berserk, these Dwarves specialize in slaughtering pesky magi.

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RE14 Khamsin Fuser
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	40	41	42
Rarity Level	1	2	3
Point Value	13	15	16
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	14	14	15
Starting Damage	2	2	2
Starting Range	10	10	10

When the civil war ended in the kingdom of Khamsin, many of the citizens took up mercenary work in order to make their fortunes. The Khamsin Fusers, officers in the now-defunct Khamsin military, took up their long rifles and began new careers as Rebel mercenaries fighting in the warhosts of the Land.

Game Tip

With a 10" ranged attack delivering 2 damage, they are good ranged fighters – but they lack substance when it comes to melee.

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RE12 Feral Bloodsucker
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	34	35	36
Rarity Level	1	2	3
Point Value	26	31	33
Starting Speed	10	10	10
Starting Attack	9	10	11
Starting Defense	15	15	16
Starting Damage	2	2	2
Starting Range	0	0	0

Bloodsuckers are vampiric creatures often found in service to the Necropolis Sect. They are a kind of nopheratus, the greater undead, and often roam in small packs known as "fists". Marking their hunting grounds with the corpses of their drained victims, these nightmarish monsters are feared throughout the Land.

Game Tip

Use this figure's wealth of abilities to pounce on lone figures from a distance, drain their life and take no prisoners.

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RE10 Nightblade
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	28	29	30
Rarity Level	1	2	3
Point Value	12	14	16
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

Raised in the pits of the Necropolis, these Sect elves are the veterans of countless deathsport games. Thriving on combat and conflict, Nightblades are often right at home on the battlefield fighting individually against an enemy warhost.

Game Tip

When playing with Stealthy Nightblades, be sure you have pieces of hindering terrain in the terrain pile before you "Set the Scene."

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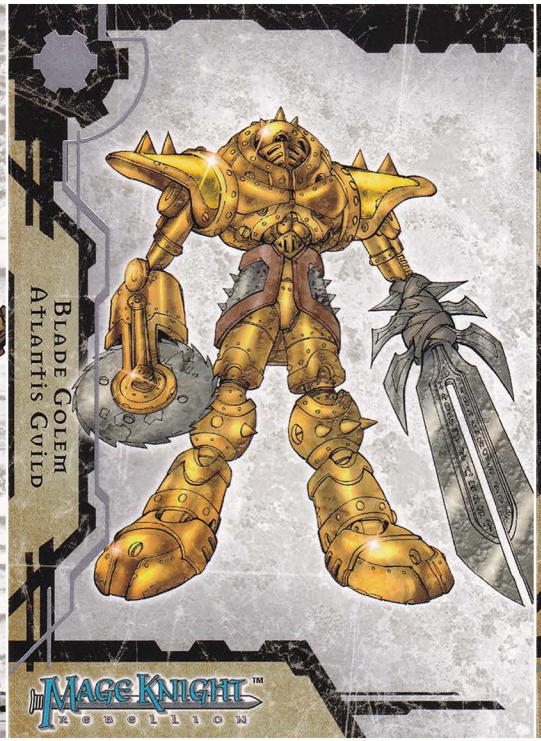
Troll Artillerist
Elemental League
Mage Knight
Rebellion

Wood Golem
Elemental League
Mage Knight
Rebellion


Blade Golem
Atlantis Guild
Mage Knight
Rebellion

Amotep Gunner
Atlantis Guild
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Living Elemental
Elemental League
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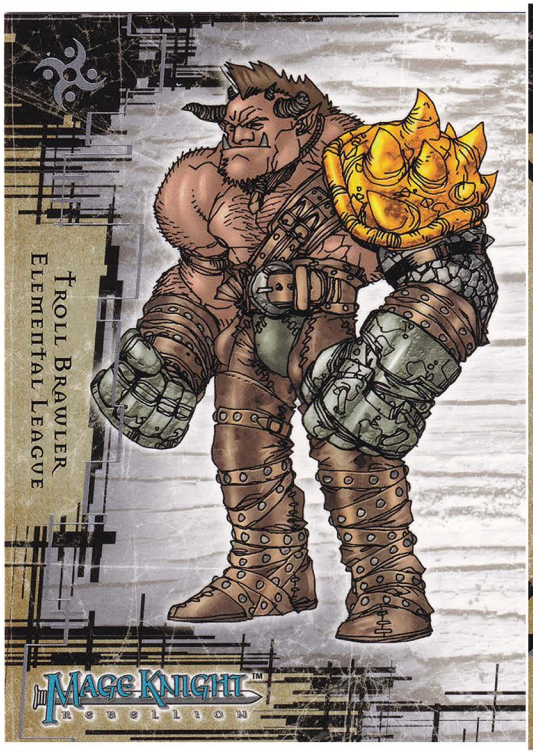
Troll Brawler
Elemental League
Mage Knight
Rebellion

Altem Guardsman
Atlantis Guild
Mage Knight
Rebellion

Amotep Incinerator
Atlantis Guild
Mage Knight
Rebellion

RE23 Troll Artillerist
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	67	68	69
Rarity Level	2	3	4
Point Value	29	33	38
Starting Speed	6	6	6
Starting Attack	10	11	11
Starting Defense	13	14	15
Starting Damage	3	3	3
Starting Range	12	12	12

The Artillerist is armed with a crossbow of such formidable size that it takes two average humans to lift it, let alone fire the weapon. Able to send sapling-sized shafts winging across the battlefield, an Artillerist is a hated nemesis of Guild and Sect wizards alike.

Game Tip

With a 12" range and holding a 3 damage value until entering Regeneration, these figures can provide great assault or covering fire with ease.

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RE21 Wood Golem
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	61	62	63
Rarity Level	2	3	4
Point Value	23	26	30
Starting Speed	6	6	6
Starting Attack	8	8	8
Starting Defense	14	15	15
Starting Damage	3	3	3
Starting Range	0	0	0

Wood Golems are animated without the benefit of magestone or mechanics, but are infused with a living force that gives them both life and personality. Carefully created and raised by the priests and priestesses of the Elemental League, these wyldgallem are capable and fierce defenders of the Land.

Game Tip

Use these figures as throwaway characters who can directly assault strong enemy positions.

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RE19 Blade Golem
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	55	56	57
Rarity Level	2	3	4
Point Value	29	33	36
Starting Speed	8	8	8
Starting Attack	10	11	11
Starting Defense	15	15	16
Starting Damage	4	4	4
Starting Range	0	0	0

A mechanical device engineered by the Atlantis Guild specifically for the slaughter of their enemies. This giant golem is armed with a sizable scissor-bladed sword on one limb, and a whirling, tree-felling sawblade on the other.

Game Tip

Instead of just tying opponents down in melee, the Blade Golem can deliver enough damage to take out enemy figures permanently.

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RE17 Amotep Gunner
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	49	50	51
Rarity Level	2	3	4
Point Value	19	22	24
Starting Speed	8	8	8
Starting Attack	8	9	10
Starting Defense	15	15	15
Starting Damage	3	3	3
Starting Range	8	10	12

A heavy-weapons expert, this Guild warrior specializes in the use of the Lightning Caster. While this fearsome weapon drains mana and life-force from the Gunner in order to fire, the warrior using this weapon can wipe out a whole column of enemies with just a few lethal shots of magestone-infused lightning.

Game Tip

Use the Amotep's Flame/Lightning attack to bust up dense groupings of enemy figures, and to take down weak or injured figures.

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RE24 Living Elemental
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	70	71	72
Rarity Level	2	3	4
Point Value	32	36	40
Starting Speed	8	8	8
Starting Attack	10	10	11
Starting Defense	16	16	16
Starting Damage	3	3	4
Starting Range	0	0	0

These avatars of the natural realm can be summoned by a specially-trained priest or priestess attuned to the Land. When summoned, the Elemental will form from any living earth-bound matter through which it is summoned. Grass, wood, flowers, or even raw earth will serve if nothing else is at hand.

Game Tip

With Regeneration late in their slots, this is a great character to push into a blitz against your opponents early on in the game.

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RE22 Troll Brawler
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	64	65	66
Rarity Level	2	3	4
Point Value	27	29	31
Starting Speed	6	6	6
Starting Attack	10	10	11
Starting Defense	14	14	15
Starting Damage	3	3	3
Starting Range	0	0	0

These brutal warriors are the Elemental League's first line of defense. Armed with only their strength and their fists, they will engage in melee with even the most dangerous of opponents if it means protecting the Land from harm.

Game Tip

With at least seven slots of health, Toughness and Regeneration, the Brawler is a hard-hitting, long lasting warrior you can't do without.

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RE20 Altem Guardsman
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	58	59	60
Rarity Level	2	3	4
Point Value	31	33	37
Starting Speed	8	8	8
Starting Attack	9	10	11
Starting Defense	16	16	16
Starting Damage	3	3	3
Starting Range	6	6	6

A greater warrior of the Atlantis Guild, these fighters believe that deeds rather than words are a true measure of a warrior's strength. They are often armed with a lightning pistol and a magical magestone-augmented sword called a manaclevt. Such a weapon, in experienced hands, can split stone and Troll skulls with ease.

Game Tip

Use this figure in close combat formations with other Guild figures to confront and take down the really big opponents.

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RE18 Amotep Incinerator
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	52	53	54
Rarity Level	2	3	4
Point Value	20	24	27
Starting Speed	6	6	6
Starting Attack	7	8	8
Starting Defense	15	15	15
Starting Damage	4	4	4
Starting Range	8	8	8

Specializing in demolitions and pyrotechnics, this warrior wields one of the Guild's most deadly devices – the Incinerator. Fueled with a combination of flammable liquid and mana drained from the wielder, a single Incinerator can be used to spray lethal gouts of flame across a battlefield with ease.

Game Tip

While the Incinerator can deal more damage than the Amotep Gunner, remember that their attack value and range aren't as good.

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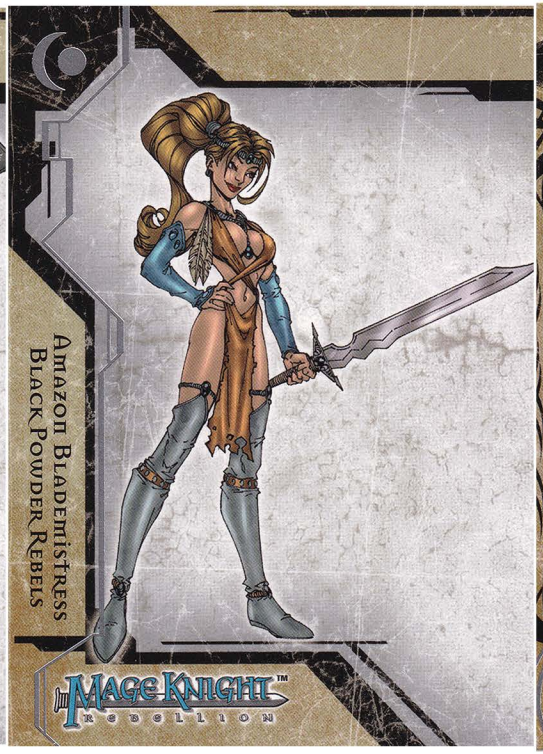
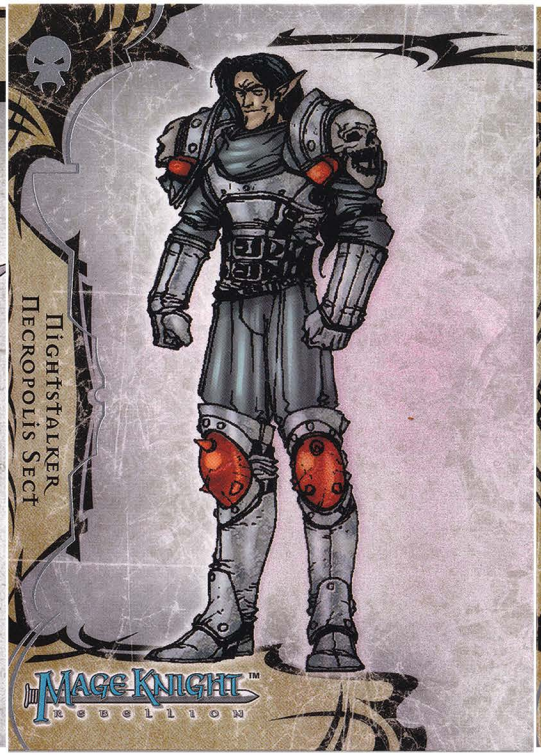
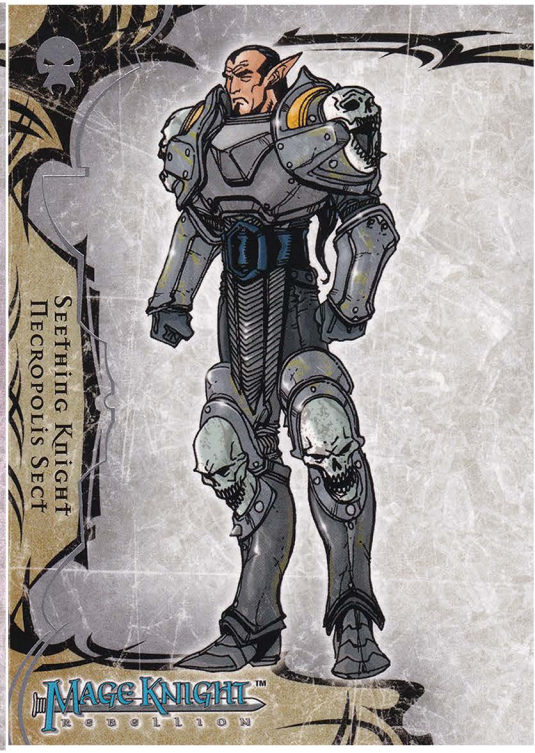
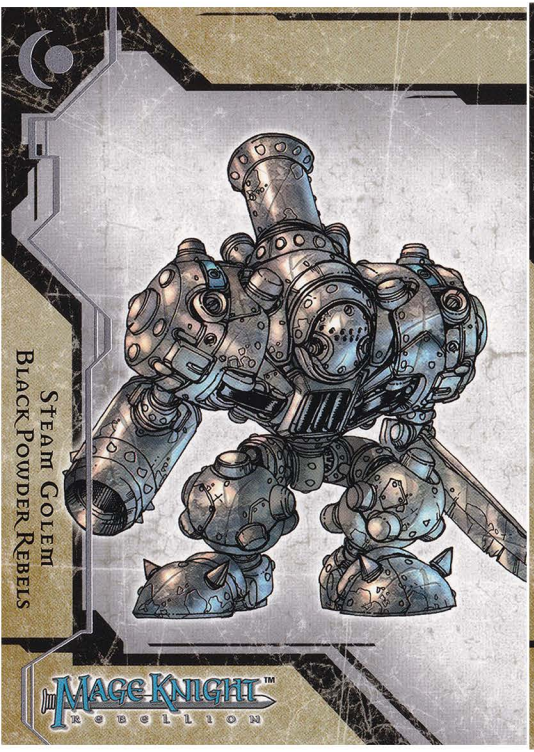
Dwarven Fuser
Black Powder Rebels
Mage Knight
Rebellion


Amazon Blademistress
Black Powder Rebels
Mage Knight
Rebellion

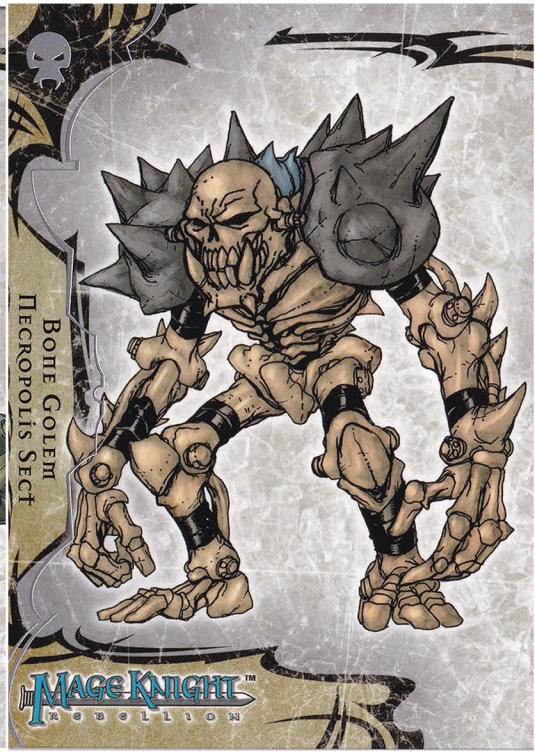

Nightstalker
Necropolis Sect
Mage Knight
Rebellion


Seething Knight
Necropolis Sect
Mage Knight
Rebellion


Steam Golem
Black Powder Rebels
Mage Knight
Rebellion

Black Powder Boomer
Black Powder Rebels
Mage Knight
Rebellion

Screeching Terror
Necropolis Sect
Mage Knight
Rebellion


Bone Golem
Necropolis Sect
Mage Knight
Rebellion

RE31 Dwarven Fuser
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	91	92	93
Rarity Level	2	3	4
Point Value	21	24	26
Starting Speed	6	6	6
Starting Attack	8	8	9
Starting Defense	16	16	16
Starting Damage	2	2	2
Starting Range	10	10	10

Masters of the long rifle, these Dwarves are renowned for their cool under fire. To see them casually loading their weapons while in the middle of a blistering melee is a commonplace sight – and to send a battle-winning shot through the faceplate of a charging enemy isn't just an acknowledgement of their skill – it is their job.

Game Tip

Remember that Dwarves can't be harmed or healed by magical means, so keep a Leech Medic around specially for these warriors.

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RE29 Amazon Blademistress
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	85	86	87
Rarity Level	2	3	4
Point Value	20	26	30
Starting Speed	10	10	10
Starting Attack	8	8	9
Starting Defense	15	15	15
Starting Damage	2	2	3
Starting Range	6	6	6

A master of the naked blade, these warriors are capable of attacking from within a whirling storm of sharp edges and deadly thrusts. Originating from the Amazon homelands encircling the towering peak of Nepharus Mons, these warriors are respected throughout the Land for their sword-art and fearlessness in battle.

Game Tip

With a minimum of three slots of Weapon Mastery, the Blademistress can do serious damage to the enemy up-close.

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RE27 Nightstalker
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	79	80	81
Rarity Level	2	3	4
Point Value	22	27	30
Starting Speed	8	8	8
Starting Attack	10	11	12
Starting Defense	15	16	16
Starting Damage	3	3	3
Starting Range	6	8	10

The true assassins of the Necropolis Sect, the Nightstalkers use their bows or their bloodletter daggers to extinguish the lives of their enemies. These Sect elves are masters of combat, and their ears are often decorated with kill-rings that denote the number of enemies that they have assassinated through the course of their lifetime.

Game Tip

Use the Stealth ability to keep the Nightstalker out of harms' way, as they lose their hard-hitting damage if they are hurt even for a single click.

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RE25 Seething Knight
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	73	74	75
Rarity Level	2	3	4
Point Value	25	28	31
Starting Speed	8	8	8
Starting Attack	10	10	11
Starting Defense	16	16	16
Starting Damage	3	3	4
Starting Range	0	0	0

The dark knights of the Necropolis Sect, they are creatures of hate and vengeance personified in mortal form. Their hatred grows within them through their training, until it becomes a controllable, directable force within them. When facing enemies of the Sect, these raging warriors are formidable foes.

Game Tip

With a defense of 18 against ranged attacks, put this figure into a close combat formation and send him against enemy lines.

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RE32 Steam Golem
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	94	95	96
Rarity Level	2	3	4
Point Value	56	61	69
Starting Speed	8	8	8
Starting Attack	10	10	11
Starting Defense	17	17	18
Starting Damage	4	4	4
Starting Range	10	10	10

A hydraulic, steam-powered contraption first built by Rebel Dwarves seeking to contest the Guild's magestone-powered golems. While the Steam Golem makes a great deal of hissing, clanging, and roaring as it crosses the battlefield, when it finally engages with the enemy it makes up for its cacophony with battle carnage.

Game Tip

A tough golem with the ability to shoot down opponents from afar. Use a handful of these to get the job done.

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RE30 Black Powder Boomer
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	88	89	90
Rarity Level	2	3	4
Point Value	18	19	22
Starting Speed	6	6	6
Starting Attack	7	8	9
Starting Defense	14	15	15
Starting Damage	3	3	3
Starting Range	10	10	10

Boomers are human Rebels armed with hand-held black powder cannons, capable of unleashing devastating blasts against their opponents. Wearing a substantial amount of armor to protect them from the shock of their volleys, these hardy warriors provide magus-killing power where it counts.

Game Tip

With Battle Armor and 3 damage per hit, surround this walking artillery piece with Fusers and healers to support your battle plans.

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RE28 Screeching Terror
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	82	83	84
Rarity Level	2	3	4
Point Value	25	32	35
Starting Speed	10	10	10
Starting Attack	8	9	10
Starting Defense	15	16	16
Starting Damage	2	3	3
Starting Range	8	8	8

A creature bred by the Necropolis Sect for unwavering loyalty, these fearsome monsters are used as scouts and combatants by Sect warhosts. Born with the ability to wound its enemies with nothing more than the sound of its terrible voice, these beasts often fly forward into battle to murder and feed upon its master's enemies.

Game Tip

With Flight and Shockwave, this figure can deliver the damage where it counts, and still has Vampirism to keep itself going once the initial clash is through.

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RE26 Bone Golem
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	76	77	78
Rarity Level	2	3	4
Point Value	27	32	36
Starting Speed	8	8	8
Starting Attack	9	10	11
Starting Defense	15	16	16
Starting Damage	3	3	3
Starting Range	0	0	0

A necromantic, skeletal creation brought to life through complicated rituals known only to the Master Necromancers of the Necropolis Sect. While the banegallem does not have much of a mind, it is able to understand simple commands from its masters and perform its bloody duties without question.

Game Tip

While this construct has Regeneration, you might want to keep a healer nearby to keep its Weapon Mastery ability primed and ready.

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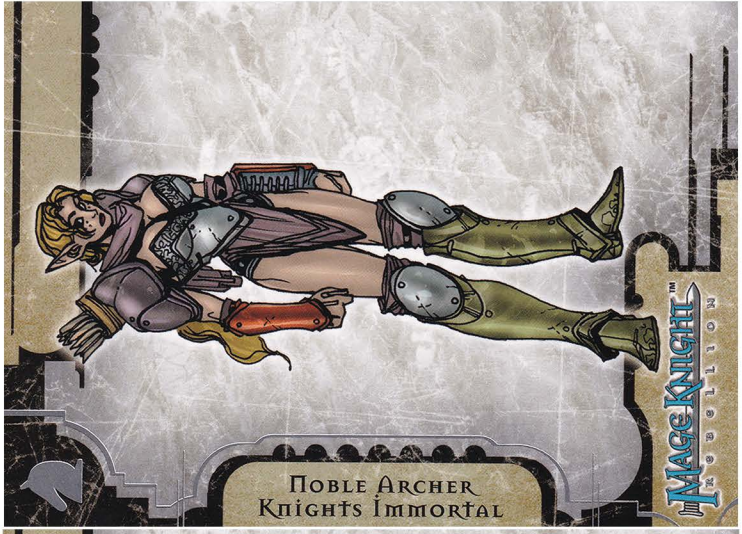
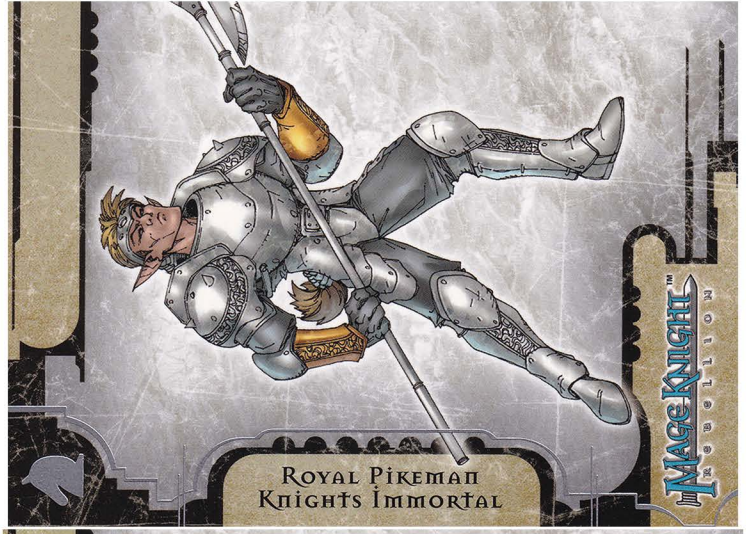
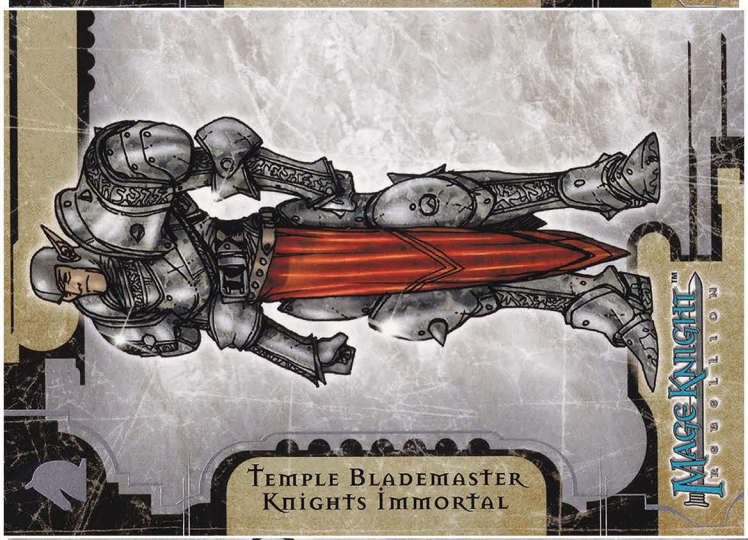

Noble Archer
Knights Immortal
Mage Knight
Rebellion

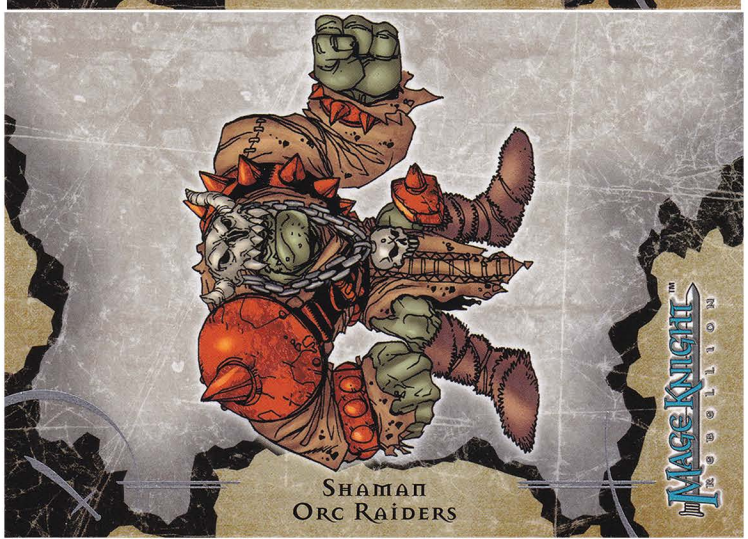

Royal Pikeman
Knights Immortal
Mage Knight
Rebellion

Liege Knight
Knights Immortal
Mage Knight
Rebellion


Temple Blademaster
Knights Immortal
Mage Knight
Rebellion

Slasher
Orc Raiders
Mage Knight
Rebellion

Crusher
Orc Raiders
Mage Knight
Rebellion


Shaman
Orc Raiders
Mage Knight
Rebellion

Half-troll Hacker
Orc Raiders
Mage Knight
Rebellion

RE39 Shaman
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	115	116	117
Rarity Level	3	4	5
Point Value	21	23	28
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	15	15	15
Starting Damage	1	1	2
Starting Range	8	8	8

Though often weaker than the average Orc due to their habit of eating handfuls of powdered magestone, the Shaman is a valued part of any marauding pack. With the abilities to heal and to augment the strength of their allies, the Shaman is an enigmatic yet crucial member of any Orc warhost.

Game Tip

With Magic Healing and Magic Enhancement, the Shaman can provide redundancy to your stronger magical figures.

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RE37 Slasher
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	109	110	111
Rarity Level	3	4	4
Point Value	14	16	18
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	14	15	15
Starting Damage	2	2	2
Starting Range	4	4	4

A Slasher is a vicious Orc Raider with no compunction against slaughtering the weak and taking whatever they feel is rightfully theirs. Slashers usually travel in packs, seeking to make reputations for themselves as feared warriors. Rarely, whole packs will take employment with a warlord, either for pay or a cut of the spoils.

Game Tip

While a Slasher matches the standard Orc template, the added Battle Armor and a short ranged attack add utility to these melee figures.

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RE35 Liege Knight
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	103	104	105
Rarity Level	3	4	5
Point Value	21	26	30
Starting Speed	8	8	8
Starting Attack	9	9	9
Starting Defense	16	17	17
Starting Damage	2	2	3
Starting Range	0	0	0

A warrior that prefers to lead from the front, a Liege Knight is often seen shoulder-to-shoulder with their allies, cutting a swath through the enemy lines. Often a Liege Knight will put themselves in harms way, extending themselves to strike down a blow that would have otherwise killed one of their brothers-in-arms.

Game Tip

Team this Knight up with some hard-hitters, like Temple Blademasters, for some formation-efficient carnage.

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RE33 Noble Archer
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	97	98	99
Rarity Level	3	4	5
Point Value	13	17	22
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	14	14	15
Starting Damage	1	1	1
Starting Range	12	12	12

A Noble Archer is a high-elf of Rivvenheim who has mastered the use of the bow over the course their centuries-long lifetime. Cut and shaped by masters, ribbed with strips of horn, and strung with a thin metal braid, the bow is strong and durable – and a perfect weapon for a Noble Archer at the height of their skill.

Game Tip

Put these figures in base contact with Magic Enhancement characters to get more out of their double attack.

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RE40 Half-Troll Hacker
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	118	119	120
Rarity Level	3	4	5
Point Value	21	26	29
Starting Speed	8	8	8
Starting Attack	9	10	11
Starting Defense	15	15	15
Starting Damage	3	3	3
Starting Range	0	0	0

A cross-breed of Orc and Troll, these bestial monstrosities are prized amongst the Orc tribes for their fearful strength. Trolls will often go to great lengths to defeat these abominations on sight, both out of a need to destroy a potential attacker – as well as to rid the world of something that should not belong.

Game Tip

With only one slot where they can be captured, send them in at the lead of a group of Slashes and Crushers to win the day.

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RE38 Crusher
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	112	113	114
Rarity Level	3	4	5
Point Value	16	18	20
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	14	15	15
Starting Damage	3	3	3
Starting Range	0	0	0

A Crusher is a well-armored Orc warrior that often leads charges against the enemy. Born with a fierce love for battle and armed with weapons specifically used to bash in the skulls of their enemies, the Crusher delights in fighting against any foe that is stupid enough to stand against them.

Game Tip

The Crusher is relatively inexpensive in point cost. A formation of Crushers is well-suited for devastating enemy missile troops.

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RE36 Temple Blademaster
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	106	107	108
Rarity Level	3	4	5
Point Value	27	30	36
Starting Speed	8	8	8
Starting Attack	9	10	11
Starting Defense	16	16	17
Starting Damage	3	3	3
Starting Range	0	0	0

Weapon-masters beyond compare, these Rivvenheim elves have the capability to bring death against the most lethal of opponents. Having been born with the ability to shun most kinds of magic, these high-elves rely upon their own supernatural martial abilities on the battlefields of the Land.

Game Tip

Think carefully before using the Blademaster's Weapon Mastery, for it may result in only 1 or 2 damage to an enemy figure.

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RE34 Royal Pikeman
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	100	101	102
Rarity Level	3	4	5
Point Value	14	16	19
Starting Speed	8	8	8
Starting Attack	7	8	8
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

Amongst the Knights Immortal, any high-elf who would risk their near-immortal lifetime on the battlefield against a worthy foe is well respected. Those elves that wield the long, stabbing pikes against the enemies of the Rivvenheim people are respected for their bravery, both in life and in death.

Game Tip

As one of the best defensive figures in the game, use their Pole Arm ability to bodyguard your leaders from any potential harm.

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Werebear
Mage Spawn
Mage Knight
Rebellion

Ki Devil
Mage Spawn
Mage Knight
Rebellion

Shade
Mage Spawn
Mage Knight
Rebellion

Imp
Mage Spawn
Mage Knight
Rebellion

Crypt Worm
Mage Spawn
Mage Knight
Rebellion

Werewolf
Mage Spawn
Mage Knight
Rebellion

Deep Spawn
Mage Spawn
Mage Knight
Rebellion

Skeleton
Mage Spawn
Mage Knight
Rebellion

RE47 Werebear
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	139	140	141
Rarity Level	3	4	5
Point Value	34	40	45
Starting Speed	6	6	6
Starting Attack	6	6	6
Starting Defense	12	12	12
Starting Damage	1	1	1
Starting Range	0	0	0

A werebear is a magespawn that has the appearance of a human, but can transform into a half-bear creature when angered. Werebears are able to live in human society for short periods of time, trading animal pelts for other goods. However, it is usually only a matter of time before their true nature is revealed.

Game Tip

Push your Werebear until it rages, and if you use Necromancy on it later, odds are you'll bring it back to life right in the heart of its best stats.

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RE45 Ki Devil
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	133	134	135
Rarity Level	3	4	5
Point Value	24	31	40
Starting Speed	10	10	10
Starting Attack	8	9	10
Starting Defense	16	16	16
Starting Damage	3	3	3
Starting Range	10	10	10

A magespawn conjured from the depths of the Underworld, Ki Devils have haunted the lives of uncounted victims throughout the Ages. By telepathically opening up their minds to the wretch in their clutches, they can destroy the sanity of their victim – thus making the warm body that much easier to consume.

Game Tip

As it keeps its Shockwave ability longer than the Screeching Terror, get within 5" and punish the enemy formations within its reach.

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RE43 Shade
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	127	128	129
Rarity Level	3	4	5
Point Value	12	16	20
Starting Speed	12	12	12
Starting Attack	8	9	9
Starting Defense	16	16	16
Starting Damage	1	1	1
Starting Range	0	0	0

These spirits of the dead are often found haunting cemeteries throughout the Land. Possessed of a supernatural speed and a taste for the flesh of the living, these magespawn often attack their victims by surprise - and in numbers - to assure their victory.

Game Tip

You can position these Stealthy figures in hindering terrain to block enemy lines of fire.

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RE41 Imp
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	121	122	123
Rarity Level	3	4	5
Point Value	5	7	8
Starting Speed	8	10	10
Starting Attack	6	7	7
Starting Defense	14	14	14
Starting Damage	1	1	1
Starting Range	0	0	0

The lowliest of magespawn, the Imp is a flying nuisance with sharp claws and a constant desire for fresh meat. These creatures often attack in flocks, hoping to overbear their prey with numbers rather than strength. Some warlords resort to using them as a way to either distract or torment their enemies.

Game Tip

Capturing with these cheap, five point warriors is a good plan, for it leaves your more expensive figures to fight the real battles.

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RE48 Crypt Worm
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	142	143	144
Rarity Level	3	4	5
Point Value	35	39	42
Starting Speed	6	6	6
Starting Attack	6	6	6
Starting Defense	14	14	14
Starting Damage	2	2	2
Starting Range	4	4	4

A loathsome magespawn, known throughout the Land as a carrion-eater common to battlefields and sewage-drains. While the Worm's preferred prey are Dwarves or tender human children, it will attack and devour anything it thinks might be vulnerable or tasty.

Game Tip

The more your Worm gets hit or pushed, the stronger it gets. Don't forget to use its ranged attack to attack those who are just out of reach.

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RE46 Werewolf
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	136	137	138
Rarity Level	3	4	5
Point Value	22	27	30
Starting Speed	8	8	8
Starting Attack	6	6	6
Starting Defense	12	12	12
Starting Damage	1	1	1
Starting Range	0	0	0

A werewolf is a creature that looks like an average human, but is also capable of taking on the form of a vicious wolf creature at will. Wounding this magespawn will likely bring about instantaneous change, which will result in the transformation from human to a fierce jawed beast in a matter of seconds.

Game Tip

While the Werewolf starts off as a weak fighter, a little pushing will allow it gain the strength it needs to defeat smaller or wounded opponents.

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RE44 Deep Spawn
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	130	131	132
Rarity Level	3	4	5
Point Value	14	17	19
Starting Speed	8	8	8
Starting Attack	9	10	11
Starting Defense	14	14	15
Starting Damage	2	2	2
Starting Range	0	0	0

Able to swim underwater with ease, this amphibious magespawn is becoming more common throughout the Land. Wherever there are large bodies of water, whether it may be may it a clear lake, murky swamp, or a saltwater bay, it is very likely that Deep Spawn are close at hand.

Game Tip

Magic Immunity protects it from Magic Blast attacks, and its ability to move through water unhindered is of major strategic benefit.

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RE42 Skeleton
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	124	125	126
Rarity Level	3	4	5
Point Value	10	15	20
Starting Speed	8	8	8
Starting Attack	10	10	11
Starting Defense	15	15	15
Starting Damage	1	2	3
Starting Range	0	0	0

One of the nupheratii, or the lesser undead, Skeletons are reanimated warriors brought back to life through the use of Necromancy. While these piles of walking bones are easily bashed into pieces with a solid blow, these magespawn still make for a harassing, if not deadly obstacle for warriors on the battlefield.

Game Tip

Levitate a fresh Skeleton into base contact with your first action, and then have this one-slot Weapon Master attack with your second.

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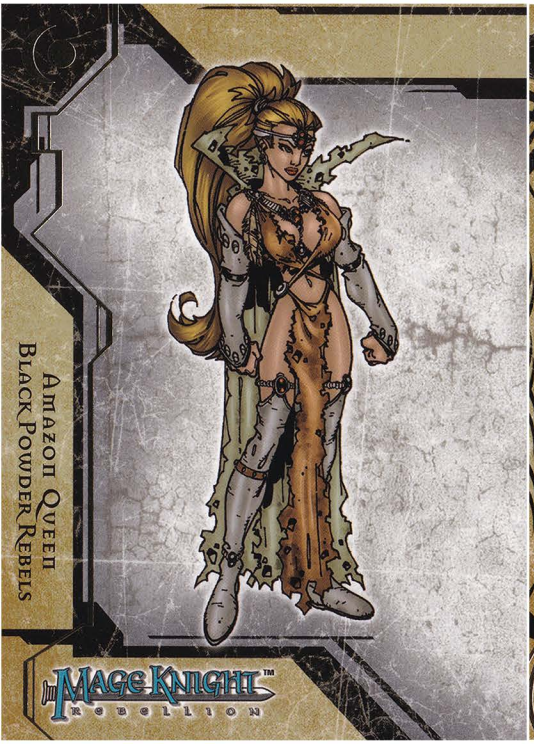
Dwarven Jarl
Black Powder Rebels
Mage Knight
Rebellion

Necromancer
Necropolis Sect
Mage Knight
Rebellion

Elemental Priest
Elemental League
Mage Knight
Rebellion

Magus
Atlantis Guild
Mage Knight
Rebellion


Amazon Queen
Black Powder Rebels
Mage Knight
Rebellion

Order of Vladd
Necropolis Sect
Mage Knight
Rebellion

Troll Chieftain
Elemental League
Mage Knight
Rebellion

Storm Golem
Atlantis Guild
Mage Knight
Rebellion

RE55 Dwarven Jarl
Black Powder Rebels

	UNIQUE
Collectors Number	151
Rarity Level	6
Point Value	77
Starting Speed	6
Starting Attack	12
Starting Defense	17
Starting Damage	3
Starting Range	12

A Jarl is a Dwarven battle leader. Jarls are often seen as master tacticians and cunning warriors. Trained in the art of leadership, and possessing great skill with a specially-crafted Fuser rifle, the Jarl makes for a difficult general to defeat.

Game Tip

Use this Dwarven Commander for anything but capture – leave that to the lesser figures. This Jarl has a war to run!

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RE53 Necromancer
Necropolis Sect

	UNIQUE
Collectors Number	149
Rarity Level	6
Point Value	60
Starting Speed	8
Starting Attack	9
Starting Defense	15
Starting Damage	2
Starting Range	0

The Necromancers are the leaders of the Necropolis Sect and are the established masters of the powers of Necromancy, the art of raising the dead to life. As they are able to summon fallen warriors back from the dead on a whim, over and over again as they please, they have come to be feared greatly throughout the Land.

Game Tip

To keep your Necromancer safe from range-strikers, form a circular defense around him so enemy warriors can't make base contact.

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RE51 Elemental Priest
Elemental League

	UNIQUE
Collectors Number	147
Rarity Level	6
Point Value	68
Starting Speed	8
Starting Attack	11
Starting Defense	18
Starting Damage	2
Starting Range	10

These leaders of the Elemental League are just as capable as their best warriors. Trained from a young age to bend the Land to their will, they are capable of using the very forces of nature itself to defeat their enemies.

Game Tip

The Priest is a great healer who can aid a friendly figure 10" away, and has an 18 defense with any friends in base contact.

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RE49 Magus
Atlantis Guild

	UNIQUE
Collectors Number	145
Rarity Level	6
Point Value	68
Starting Speed	8
Starting Attack	12
Starting Defense	15
Starting Damage	4
Starting Range	12

A Magus is one of the strongest wizards in the Atlantis Guild, capable of unleashing devastating magical attacks against the foes of the Empire. A stalwart commander and a lethal warrior, the Magus is trained to be versatile, efficient, and utterly ruthless in any political or combative situation.

Game Tip

To make for longer use, keep the Magus in contact with a Defending figure, or a healer who can help keep up his strength.

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RE56 Amazon Queen
Black Powder Rebels

	UNIQUE
Collectors Number	152
Rarity Level	6
Point Value	77
Starting Speed	10
Starting Attack	12
Starting Defense	17
Starting Damage	4
Starting Range	12

Throughout the last century, the once reclusive Amazon Queens are leading their warhosts, and even their whole tribes, into battle more frequently than ever before. Whether they fight against tyranny, for political position, or for a cause not even of their own choosing, they are always just as deadly.

Game Tip

Team this figure up with other characters with the Quickness ability. A fast raid into enemy territory could bring victory quicker than you think!

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RE54 Order of Vladd
Necropolis Sect

	UNIQUE
Collectors Number	150
Rarity Level	6
Point Value	96
Starting Speed	10
Starting Attack	13
Starting Defense	18
Starting Damage	5
Starting Range	0

Those of the Order of Vladd are the undead vampire-princes of the Necropolis Sect. Having powers greater than any within the Necropolis Sect – save for the Necromancers they serve – they have no fear of personally entering combat with even the strongest of enemies.

Game Tip

Send him straight into battle, and if he falls, which is unlikely due to his Vampirism, bring him back with Necromancy for a second try.

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RE52 Troll Chieftain
Elemental League

	UNIQUE
Collectors Number	148
Rarity Level	6
Point Value	73
Starting Speed	8
Starting Attack	13
Starting Defense	15
Starting Damage	4
Starting Range	6

The strongest of the Trolls become the leaders of the tribes, and the Chieftain represents the strength, fervor, and ability necessary to lead Troll warriors into battle. A Troll Chieftain will do anything that is required to defend the Land and the League from those who would harm it, or use it for selfish purposes.

Game Tip

With his Toughness and Regeneration, don't be afraid to send this figure into the heart of the melee with a formation of lesser warriors.

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RE50 Storm Golem
Atlantis Guild

	UNIQUE
Collectors Number	146
Rarity Level	6
Point Value	115
Starting Speed	8
Starting Attack	13
Starting Defense	18
Starting Damage	4
Starting Range	14

Called oxod croia by the Orcs, or 'walking death', this powerful construct of alchemy and engineering is the Guild's strongest war machine to date. Armed with twin lightning cannons and bone-crushing strength, the Storm Golem often leaves a trail of tangled wreckage and lifeless corpses on any battlefield it is sent into.

Game Tip

Keep a few weak demi-magi in contact with your Storm Golem to make those multiple attacks really hurt.

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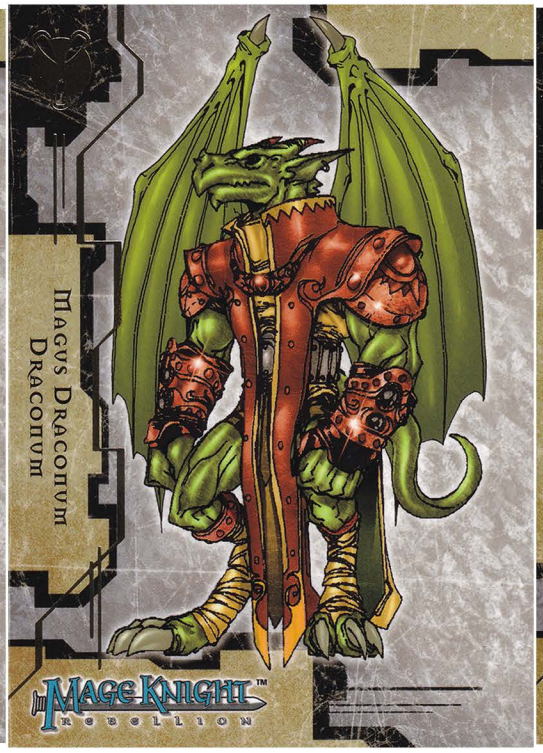
Mystic Draconum
Draconum
Mage Knight
Rebellion

Magna Draconum
Draconum
Mage Knight
Rebellion

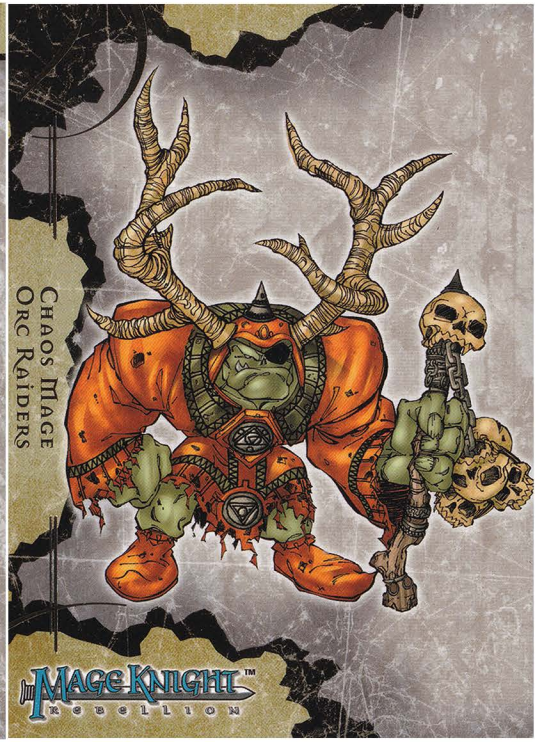
Wraith
Mage Spawn
Mage Knight
Rebellion

Paladin Prince
Knights Immortal
Mage Knight
Rebellion

Hierophant
Draconum
Mage Knight
Rebellion


Magus Draconum
Draconum
Mage Knight
Rebellion

Neophant
Draconum
Mage Knight
Rebellion


Chaos Mage
Orc Raiders
Mage Knight
Rebellion

RE63

Mystic Draconum
Draconum

	UNIQUE
Collectors Number	159
Rarity Level	6
Point Value	80
Starting Speed	8
Starting Attack	11
Starting Defense	19
Starting Damage	2
Starting Range	10

As powerful healers and spiritual leaders of the Draconum, these dragon-priests have turned the tide of more than a few battles in recent years. Hard to strike down, and harder to catch, these lithe dragon warriors are the bane of any foe unlucky enough to face them.

Game Tip

With a powerfully high defense value, this combined with the figure's Magic Immunity makes him able to brush aside most threats with ease.

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RE61

Magna Draconum
Draconum

	UNIQUE
Collectors Number	157
Rarity Level	6
Point Value	68
Starting Speed	8
Starting Attack	13
Starting Defense	18
Starting Damage	4
Starting Range	0

Doubly-armored dragon warriors that fear nothing that stands before them. Armed with a sword large enough to cut down the center-pole of a Dwarven lodge-house with a single swing, these strong-armed Draconum cut down Golem and Troll alike with equal ease.

Game Tip

This figures strong defenses give him the edge he needs over the other heavy opponents he'll encounter.

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RE59

Wraith
Mage Spawn

	UNIQUE
Collectors Number	155
Rarity Level	6
Point Value	61
Starting Speed	12
Starting Attack	12
Starting Defense	18
Starting Damage	8
Starting Range	4

A Wraith is the vengeful spirit bound to a dark path of revenge and slaughter. While their darkest desire is to avenge themselves against those that wronged them in life, they are quite willing to bring about the deaths of any who are foolish enough to cross their path.

Game Tip

The Wraith is best deployed on its own, using its speed and ranged attack to win its battles.

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RE57

Paladin Prince
Knights Immortal

	UNIQUE
Collectors Number	153
Rarity Level	6
Point Value	71
Starting Speed	8
Starting Attack	12
Starting Defense	18
Starting Damage	4
Starting Range	0

A Paladin Prince is a warrior-priest of Rivvenheim, a noble-born leader of the High Elves. Trained both to command and to lead warriors into battle, these paladins are the martial icons of the Rivvenheim nation.

Game Tip

With Command and Healing at his disposal, this figure can lead from the front and punish the enemy with healed allies and extra actions.

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RE64

Hierophant
Draconum

	UNIQUE
Collectors Number	160
Rarity Level	6
Point Value	145
Starting Speed	10
Starting Attack	14
Starting Defense	19
Starting Damage	5
Starting Range	14

These two-headed monstrosities are legendary for their stamina, resolve, and the stubborn will to achieve anything they put their twin minds to. Whether they lead their fellow Draconum into battle, or lead lesser troops as a favor for a valued warlord, their mere presence nearly ensures absolute victory over any enemy.

Game Tip

Support this all-star player with clouds of weak figures whose only job is to prevent formations from closing on their leader.

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RE62

Magus Draconum
Draconum

	UNIQUE
Collectors Number	158
Rarity Level	6
Point Value	93
Starting Speed	8
Starting Attack	12
Starting Defense	17
Starting Damage	4
Starting Range	12

Trained in the magical arts throughout the long centuries of their lifetimes, the Magus Draconum are the strongest wizards known to the Land. Their ability to channel malignant energies against their enemies is legendary, and their unforgiving ferocity in combat is feared by all those that stand against them.

Game Tip

Fly your Magus Draconum behind blocking terrain close to your opponent's leader and start blasting. Support with a Leech Medic or two if possible.

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RE60

Neophant
Draconum

	UNIQUE
Collectors Number	156
Rarity Level	6
Point Value	32
Starting Speed	10
Starting Attack	10
Starting Defense	16
Starting Damage	2
Starting Range	6

A Neophant is a young Draconum with the fighting ability of a maddened Troll. With the ability to dive out of the sky onto their prey, like a hunting hawk onto an unsuspecting rabbit, these relentless, scaly creatures are feared by warlord, necromancer and magus alike.

Game Tip

The Neophant can be used in a variety of roles, ranging from lone wolf harassment to being a sturdy medium fighter.

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RE58

Chaos Mage
Orc Raiders

	UNIQUE
Collectors Number	154
Rarity Level	6
Point Value	45
Starting Speed	8
Starting Attack	10
Starting Defense	16
Starting Damage	4
Starting Range	12

A Chaos Mage is an Orc wizard with great, yet extremely unpredictable powers. Over the course of a battle, as the Mage's strength grows and fades, their ability to blast the enemy, fly through the air, and even raise their dead warriors back to life comes and goes as randomly as the passing breeze.

Game Tip

Use a combination of pushing and either magical or non-magical healing to maneuver this figure's dial to the ability you need.

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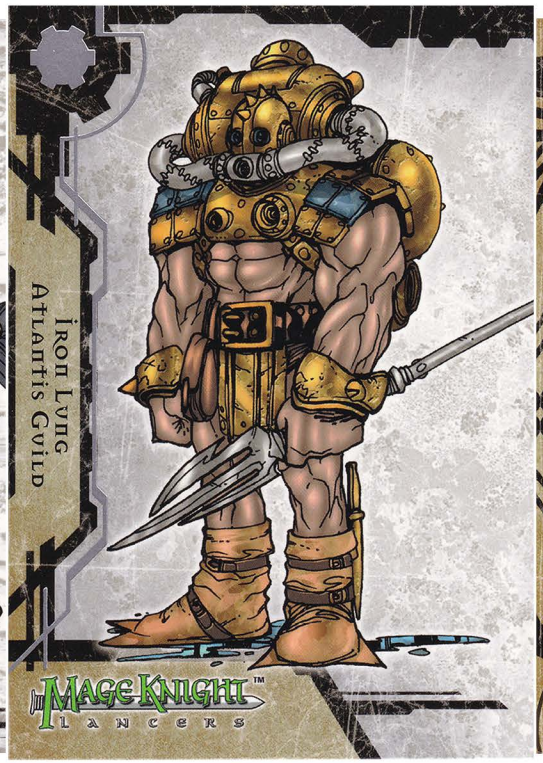
Lurker
Necropolis Sect
Mage Knight
Lancers

Centaur Archer
Elemental League
Mage Knight
Lancers

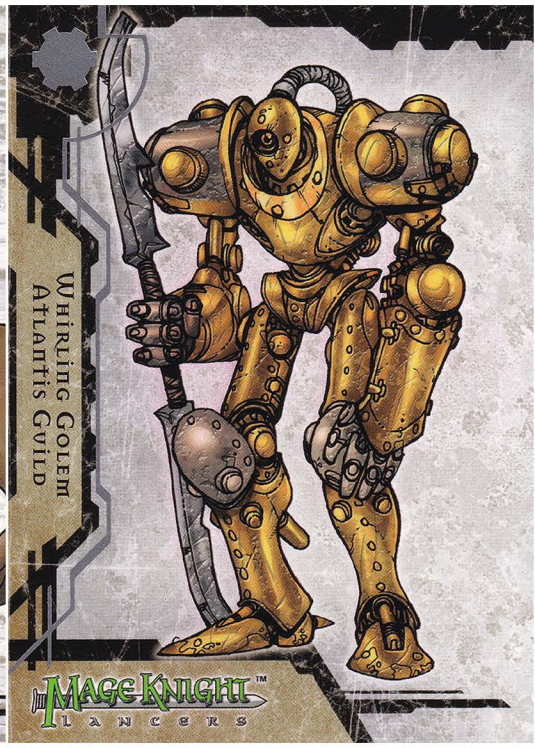

Iron Lung
Atlantis Guild
Mage Knight
Lancers

Slurshem (Zombie)
Necropolis Sect
Mage Knight
Lancers

Shield Maiden
Black Powder Rebels
Mage Knight
Lancers

Marsh Zombie
Necropolis Sect
Mage Knight
Lancers

Centaur Outrider
Elemental League
Mage Knight
Lancers


Whirling Golem
Atlantis Guild
Mage Knight
Lancers

LA6 Lurker
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	L16	L17	L18
Rarity Level	1	2	3
Point Value	14	18	21
Starting Speed	8	8	8
Starting Attack	8	9	9
Starting Defense	15	15	15
Starting Damage	2	2	3
Starting Range	0	0	0

As a Lurker's corpse decomposes at an astonishing rate, it wasn't until a live Lurker was captured by the Necropolis Sect that the Necromancers were able to determine that the Lurker wasn't even a kind of Zombie, but a different kind of Mage Spawn entirely.

Game Tip

Keep these vampiric monsters-under-the-canopy in or around hindering terrain to get the best advantage against enemy ranged attacks.

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LA4 Centaur Archer
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	L10	L11	L12
Rarity Level	1	2	3
Point Value	25	30	32
Starting Speed	5	5	5
Starting Attack	7	8	9
Starting Defense	14	15	15
Starting Damage	1	1	2
Starting Range	8	8	8

These female Centaurs use magic to grow their fargallen, specially formed longbows that allow them near-unerring aim even while galloping hastily across a rock-littered battlefield. Upon the Archer's death the bow dissolves into wood pulp, joining its bearer in replenishing the Land.

Game Tip

In her Standard and Tough versions, the Centaur Archer can push and still use her Bound ability for a 15" move and an 8" range of fire.

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LA2 Iron Lung
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	L4	L5	L6
Rarity Level	1	2	3
Point Value	11	13	15
Starting Speed	6	6	6
Starting Attack	8	8	9
Starting Defense	14	14	15
Starting Damage	2	2	3
Starting Range	0	0	0

The Iron Lung allows its wearer to enter any aquatic environment without loss of ability, though the relatively new technology is still in the testing phase. Warriors must keep the apparatus from being damaged in combat, for if it is broken while they are still in the water, they will surely drown.

Game Tip

Be careful that these figures don't get too badly injured while swimming — for if they lose their Aquatic ability, they'll drown without a second chance.

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LA 0 Slurshem (Zombie)
Necropolis Sect

	LIMITED EDITION
Collectors Number	147
Rarity Level	LE-3
Point Value	21
Starting Speed	6
Starting Attack	9
Starting Defense	14
Starting Damage	2
Starting Range	0

While most Marsh Zombies prefer carrion, this flesh-eater prefers its meals alive- and kicking. By magically infusing this Zombie with vampiric energies, the Sect's necromancers managed to create a shambling monstrosity that enjoys drinking blood even more than it likes the taste of rotting meat.

Game Tip

Be sure to have plenty of deep water features handy, like rivers and lakes, when choosing terrain to go along with this deep-swimming fiend.

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LA7 Shield Maiden
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	L19	L20	L21
Rarity Level	1	2	3
Point Value	16	18	22
Starting Speed	8	8	8
Starting Attack	6	7	7
Starting Defense	15	16	16
Starting Damage	1	1	1
Starting Range	0	0	0

Daring the fields of combat, women from many oppressed kingdoms have taken to sword and bow and leeches in order to fight against the Atlantis Guild. In times where spirit is found but skill is lacking, these fearless rebels fall back on the most simplistic of strategies — stand firm and hold against all comers.

Game Tip

A rare Rebel with the Defend special ability, the Maiden and her battle-sisters make for an excellent wall between the enemy and your ranged attackers.

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LA5 Marsh Zombie
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	L13	L14	L15
Rarity Level	1	2	3
Point Value	10	12	15
Starting Speed	6	6	6
Starting Attack	8	9	9
Starting Defense	13	13	13
Starting Damage	2	2	2
Starting Range	0	0	0

The Marsh Zombie often goes to great lengths to avoid contact with living creatures. Yet, they can be made tractable by a warlord through a careful process of positive reinforcement. Much in the same fashion you reward a diligent watch-dog with a nibble of food, loyal Marsh Zombies should be rewarded with a fresh corpse.

Game Tip

The Sect's answer to the Guild's Iron Lung, but without the drawback of drowning in deep water. Keep Necromancy handy for added punch.

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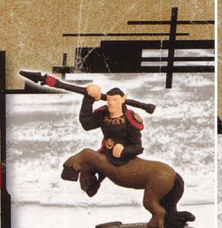
LA3 Centaur Outrider
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	L7	L8	L9
Rarity Level	1	2	3
Point Value	17	20	21
Starting Speed	10	10	10
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0



During the Age of Princes, as farmers spread further into their domain, local human militia made sport of hunting the Centaur, driving them back into the shadows of the plateau. In this time the Centaurs learned to hate man. In the herds that still exist, the Centaurs take turns as Outriders—protectors of the community.

Game Tip

The combination of Quickness with decent statistics makes this figure an excellent behind-the-lines skirmisher and a decent prisoner-taker.

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LA1 Whirling Golem
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	L1	L2	L3
Rarity Level	1	2	3
Point Value	19	21	24
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

Originally designed as a Golem servant, the battle worthiness of this creation was learned during the fall of Thestle Commons. When Prince Ramag finally committed to his plans of treachery, Magus Jennerel's golems marched to the capital, armed with a short-staff, and made quick work of Ramag's troops.

Game Tip

A common figure with a 180 degree front arc and initial Weapon Mastery ability, this golem will make quick work of the first enemy it comes across.

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Goblin Cannibal
Orc Raiders
Mage Knight
Lancers

Deepwood Sentinel
Knights Immortal
Mage Knight
Lancers

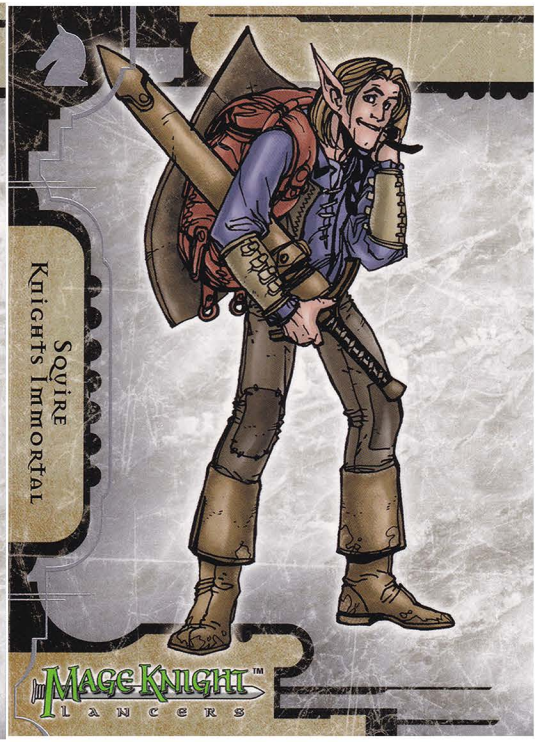
Elf-at-Arms
Knights Immortal
Mage Knight
Lancers

Khamsin Gunslinger
Black Powder Rebels
Mage Knight
Lancers

Goblin Archer
Orc Raiders
Mage Knight
Lancers

Goblin Grenadier
Orc Raiders
Mage Knight
Lancers

Longbow Archer
Knights Immortal
Mage Knight
Lancers


Squire
Knights Immortal
Mage Knight
Lancers

LA14 Goblin Cannibal
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L40	L41	L42
Rarity Level	1	2	3
Point Value	10	11	13
Starting Speed	8	8	8
Starting Attack	7	8	8
Starting Defense	14	14	14
Starting Damage	1	2	2
Starting Range	0	0	0

Many sages argue that the act of Goblin cannibalism somehow reflects a need for sustenance that is not available in the usual Goblin diet of fish and small game. But the simple truth of the matter is that a well-fed Goblin is a Goblin better prepared for war, winter, and their culture's deadly mating rituals.

Game Tip

The slot of Vampirism this figure possesses allows them to survive the secondary battles and to help defend the back ranks against aggressors.

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LA12 Deepwood Sentinel
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L34	L35	L36
Rarity Level	1	2	3
Point Value	15	17	19
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	14	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

Originally mistaken for the Royal Pikeman of Freyhaven, the Deepwood Sentinels were not well known in the Land until recent years. Wielding their pikes with superb skill, the Sentinels have acted as the keepers of the sealed border between Rivvenheim and the Lowlands for centuries.

Game Tip

Having both the Stealth and the Pole Arm abilities, the Sentinel can both avoid enemy fire and hold her ground against an advancing enemy.

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LA10 Elf-at-Arms
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L28	L29	L30
Rarity Level	1	2	3
Point Value	15	18	19
Starting Speed	8	8	8
Starting Attack	9	10	10
Starting Defense	14	14	14
Starting Damage	3	3	3
Starting Range	0	0	0

These warriors may be found serving in every stronghold of the Tempelar and among the so-called 'free' Rivvenheim warhosts that have recently been sighted throughout the Land. It is widely known that these Elves-at-Arms are commoners and so are not held in as high esteem as their elitist lords.

Game Tip

While this Knights Immortal figure boasts no powerful abilities, its cheap cost, decent damage and overall staying power makes it a good buy.

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LA8 Khamsin Gunslinger
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	L22	L23	L24
Rarity Level	1	2	3
Point Value	12	15	17
Starting Speed	8	8	8
Starting Attack	7	8	8
Starting Defense	14	14	15
Starting Damage	1	1	2
Starting Range	6	6	6

If a Gunslinger follows a code of any kind it is likely the Khamsin Dueling Code, a Code that makes the killing of a rival perfectly legal as long as the Gunslinger pays a death tax to the local township. Romantic notions set aside, Gunslingers are usually dangerous men who have little use for law or lords.

Game Tip

A weak figure with only a damage of 1 use him to fire at multiple targets as often as you can. Link up with Magic Enhancing figures for best effect.

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LA15 Goblin Archer
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L43	L44	L45
Rarity Level	1	2	3
Point Value	13	14	16
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	15	15	15
Starting Damage	1	1	1
Starting Range	8	8	8

Goblin Archers have often been viewed more as a nuisance rather than a genuine threat. Once known only for their skill in hunting small game for their tribe, they have only just recently been seen upon the battlefields of the Land sending flights of arrows into the enemy's ranks.

Game Tip

The Quickness ability allows this figure to attack, capture demoralized figures, and move them back to HQ at an extremely high speed.

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LA13 Goblin Grenadier
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L37	L38	L39
Rarity Level	1	2	3
Point Value	24	25	26
Starting Speed	5	5	5
Starting Attack	7	8	8
Starting Defense	14	14	14
Starting Damage	2	2	2
Starting Range	6	6	6

"Picking out the grenadier isn't all that hard. You can spot them by the dried blood crusted under their ears, caught in too many of their own 'thunderclap' explosions. From a distance, simply look for the walking, green-skinned bomb which most others in the enemy warhost are avoiding." ~ The Tactics of Warlord Russo

Game Tip

While the figure will rarely survive their appearance in combat, they are especially useful for knocking out fragile abilities with their Shockwaves.

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LA11 Longbow Archer
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L31	L32	L33
Rarity Level	1	2	3
Point Value	16	19	22
Starting Speed	8	8	8
Starting Attack	6	6	6
Starting Defense	14	14	14
Starting Damage	2	2	2
Starting Range	14	14	14

A common archer found in both the Tempelar and 'free' armies of the Rivvenheim Elves. While able to shoot further than other archers, poor accuracy is the price for the longbow's increased range. Many of the noble-born Elves tend to assert that the poor accuracy stems solely from the Archer's common heritage.

Game Tip

For a cheap price you get a 14" ranged attack. Just use them in ranged combat formations, for with their attack of 6, they'll need all the help they can get.

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LA9 Squire
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L25	L26	L27
Rarity Level	1	2	3
Point Value	12	15	18
Starting Speed	8	8	8
Starting Attack	7	7	7
Starting Defense	14	15	15
Starting Damage	1	1	1
Starting Range	0	0	0

Many young Rivvenheim Elves serve the Knights Immortal as Squires, aspiring to learn the finer aspects of the arts of swordplay and tactics. Only the truly patient Squires will one day become of station within the Tempelar; the others that falter along this difficult path usually meet their end in death.

Game Tip

Light-footed and relatively inexpensive, the Squire is built for scouting and prisoner taking, as well as aiding more powerful figures in formations.

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Faith Healer
Knights Immortal
Mage Knight
Lancers

Huntsman
Black Powder Rebels
Mage Knight
Lancers

Centaur Lieutenant
Elemental League
Mage Knight
Lancers

Goblin Volunteer
Orc Raiders
Mage Knight
Lancers

Shieldwall Knight
Knights Immortal
Mage Knight
Lancers

Elven Zealot
Knights Immortal
Mage Knight
Lancers

Flesh Golem
Necropolis Sect
Mage Knight
Lancers

Technomancer
Atlantis Guild
Mage Knight
Lancers

LA22 Faith Healer
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L64	L65	L66
Rarity Level	2	3	4
Point Value	16	20	22
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

The Faith Healer is convinced that their abilities to heal and their immunity to most kinds of magical attack are divine in origin. Only through the careful negotiation of the ascetic path may the Faith Healer be capable of tending to the injured warriors that are worthy of their holy ministrations.

Game Tip

With Healing and Magic Immunity, these figures can either bolster your own front lines or aid friendly figures harrying the enemy from the flanks.

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LA20 Huntsman
Black Powder Rebels

	WEAK	STANDARD	TOUGH
Collectors Number	L58	L59	L60
Rarity Level	2	3	4
Point Value	24	26	27
Starting Speed	4	4	4
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	10	10	10

Among a faction defined by rebellion, the Huntsman are rebels—loners who are only loosely aligned with the Black Powder faction. Just because these individuals don't willingly mingle with the other rebels doesn't diminish their own view of loyalty – in fact, they believe that it somehow makes them stronger.

Game Tip

A flexible ranged attacker with the ability to Stealth into the bushes after taking a wound or two. There, they can fire off shots while waiting for the Healers to arrive.

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LA18 Centaur Lieutenant
Elemental League

	WEAK	STANDARD	TOUGH
Collectors Number	L52	L53	L54
Rarity Level	2	3	4
Point Value	33	36	37
Starting Speed	5	5	5
Starting Attack	9	10	11
Starting Defense	15	16	16
Starting Damage	3	3	3
Starting Range	0	0	0

Centaurs who display exceptional intelligence and vitality as colts are raised in isolation, trained to one day become the future leaders of the Centaur warbands. These special 'chieftains' receive brutal training that alienates them from other Centaurs, ensuring that they will never lead a life of peace amongst their people.

Game Tip

While double-based mounted figures can get hemmed in, this single-based Bound/Charge figure gets a free spin when contacted by the enemy.

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LA16 Goblin Volunteer
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L46	L47	L48
Rarity Level	1	2	3
Point Value	5	6	7
Starting Speed	8	8	8
Starting Attack	0	0	0
Starting Defense	12	12	12
Starting Damage	0	0	0
Starting Range	0	0	0

While often a little half-hearted when the battle first begins, once the blood starts flowing and the arrows start flying, these Goblins will do everything in their power to defeat the enemy in the name of bringing the battle to an end – and thus saving their own skins.

Game Tip

Cheap, cheap, cheap. Fill in the holes of your formations with Volunteers, and watch as the enemy wastes time and resources dealing with them.

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LA23 Shieldwall Knight
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L67	L68	L69
Rarity Level	2	3	4
Point Value	18	20	24
Starting Speed	8	8	8
Starting Attack	8	8	9
Starting Defense	15	15	16
Starting Damage	2	2	2
Starting Range	0	0	0

Shieldwall Knights believe that the personal value and obligation they owe those around them shifts during the course of battle. In the early stages these knights may selflessly charge forward to form a forward line of 'defense,' while in the end, if pressed near to death, their only thoughts are for the warlords' safety.

Game Tip

While starting off as a direct assault piece, this Knight cycles from Battle Armor to Pole Arm, and eventually to Defend with a bonus boosted defense value.

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LA21 Elven Zealot
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L61	L62	L63
Rarity Level	2	3	4
Point Value	27	31	33
Starting Speed	5	5	5
Starting Attack	9	10	11
Starting Defense	14	14	14
Starting Damage	2	2	3
Starting Range	0	0	0

It is unknown whether the zealot is just a common camp-follower for the tempelar of the Knights Immortal, or if they are actually tempel. Whatever their origins, these zealots acknowledge some kind of common bond as they all wear similar circlets or torques which they refer to as levenpfand, or 'life pledges.'

Game Tip

Move them right into the thick of battle, for their Magic Immunity, Charge and Battle Fury makes them the bane of any demi-magus looking for an easy kill.

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LA19 Flesh Golem
Necropolis Sect

	WEAK	STANDARD	TOUGH
Collectors Number	L55	L56	L57
Rarity Level	2	3	4
Point Value	20	25	28
Starting Speed	8	8	8
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

Simply cutting off a Flesh Golem's head or severing the torso is not enough to destroy it. To destroy a flesh golem the body must be rendered into several parts and dispersed so that there is no immediate hope of regeneration. Thus, burying the creatures' hands separately from the body is a very, very good idea.

Game Tip

Since these figures cannot be demoralized, when reduced to doing no damage they can still be part of a close combat formation.

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LA17 Technomancer
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	L49	L50	L51
Rarity Level	2	3	4
Point Value	25	27	29
Starting Speed	10	10	10
Starting Attack	7	8	8
Starting Defense	13	13	13
Starting Damage	2	2	2
Starting Range	8	8	8

There are rumors that with the success of the Technomancers, the Guild's preoccupation with magestone-powered machines has become a fanatic's religion. These possibilities have supposedly led them to experiment in the substitution of mechanical parts for existing flesh and bone.

Game Tip

While weak defensively, this figure can be matched with other Technomancers to Magically Levitate a figure multiple times during the same turn.

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Soaring Gunner on
Dragonfly Mount
Atlantis Guild
Mage Knight
Lancers

Whelp
Draconum
Mage Knight
Lancers

Barber-Surgeon
Orc Raiders
Mage Knight
Lancers

Tribal Brute
Orc Raiders
Mage Knight
Lancers

Scorpem Crossbowman
on Scorpion Mount
Atlantis Guild
Mage Knight
Lancers

Scorpem Gunner on
Scorpion Mount
Atlantis Guild
Mage Knight
Lancers

Specter
Mage Spawn
Mage Knight
Lancers

Bone Grinder
Orc Raiders
Mage Knight
Lancers

LA30 Soaring Gunner on Dragonfly Mount
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	L88	L89	L90
Rarity Level	3	4	5
Point Value	40	44	45
Starting Speed	12	12	12
Starting Attack	8	9	10
Starting Defense	15	15	15
Starting Damage	3	3	3
Starting Range	10	10	10

Their flying mounts give them a freedom of movement about the battlefield that makes them deadly in combat. When fatigue and wounds force them to set aside their lightning guns, they can still make deadly passes with their mechanical mounts, raking the dragonfly's sharp legs over enemy lines.

Game Tip

The Gunner has the option of flying down behind an enemy formation and letting loose with a Flame/Lightning attack the following turn.

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LA28 Whelp
Draconum

	WEAK	STANDARD	TOUGH
Collectors Number	L82	L83	L84
Rarity Level	2	3	4
Point Value	19	23	28
Starting Speed	8	8	8
Starting Attack	8	9	10
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

The first time a Whelp was spotted it was thought to be a Mage Spawn of unusual type. However, when the other four Whelps came driving down the slope like a pack of wolves maneuvering for the kill, with their Draconum keeper close behind, their origins soon became exceedingly clear.

Game Tip

The Draconum now have the ability to make formations with these capable little Whelps, a major bonus for the faction's tough unique figures.

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LA26 Barber-Surgeon
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L76	L77	L78
Rarity Level	2	3	4
Point Value	14	17	19
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	14	14	14
Starting Damage	1	1	2
Starting Range	0	0	0

Though the Barber-Surgeons' ability to heal wounded comrades is undeniable, there is more pain involved in the process then with any other healer in the Land. Sometimes hacking and slashing with abandon, or going at it with his pliers, one would think this Orc is doing their patient more harm than good.

Game Tip

These figures make for good Orc Raider support troops, and can take on double-duty as both healers and active combatants.

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LA24 Tribal Brute
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L70	L71	L72
Rarity Level	2	3	4
Point Value	26	30	31
Starting Speed	6	6	6
Starting Attack	10	10	10
Starting Defense	14	14	14
Starting Damage	3	4	4
Starting Range	0	0	0

" I hate Brutes. Why do they get to violate all our customs? Yea, I know they're terrors on the field, wielding those giant sticks and all. But I say we'd be better off with out 'em. There's lots of us and if we ever get our way, we'll get rid of 'em." — Gotek, Orc Slasher

Game Tip

Using the Tribal Brute to lead a close combat formation of lesser Orcs or Goblins can make this hardy warrior a game-winner.

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LA31 Scorpem Crossbowman on Scorpion Mount
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	L91	L92	L93
Rarity Level	3	4	5
Point Value	35	37	39
Starting Speed	5	5	5
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	8	8	10

Standing on tall, jointed legs, with a wicked, barbed tail waving overhead, this technomental creation inspires fear on battlefields throughout the Land. Though the tail lacks poison, the sizable skill of its rider has its own special sting.

Game Tip

With speed and the Bound ability, this warrior is suitable for getting behind the lines and sniping enemy figures that have fragile abilities.

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LA29 Scorpem Gunner on Scorpion Mount
Atlantis Guild

	WEAK	STANDARD	TOUGH
Collectors Number	L85	L86	L87
Rarity Level	3	4	5
Point Value	43	46	47
Starting Speed	5	5	5
Starting Attack	8	9	10
Starting Defense	15	15	15
Starting Damage	3	3	3
Starting Range	8	10	10

The first Scorpem Gunners were given adapted versions of the Amotep Gunner's lightning caster, along with a unique helmet, visor, and specially treated leather jerkin to help protect them from any unintentional "flashback" caused by the modified lightning-thrower.

Game Tip

With the options of 3 damage or a decent Flame/Lightning attack, this figure is a good formation breaker and a decent solitary attacker.

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LA27 Specter
Mage Spawn

	WEAK	STANDARD	TOUGH
Collectors Number	L79	L80	L81
Rarity Level	2	3	4
Point Value	16	21	23
Starting Speed	12	12	12
Starting Attack	8	9	9
Starting Defense	16	16	16
Starting Damage	2	2	2
Starting Range	4	4	4

This magespawned creature is the restless and spiteful spirit of a human warrior, continuing to prowl the Land in search of victims. But where a Shade is rarely considered intelligent, Specters seems to have both sentience and direction, and are without a doubt the most organized and dedicated killers of the lot.

Game Tip

As the Specter gets more heavily damaged, they get faster and better able to use their Stealth ability to advantage.

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LA25 Bone Grinder
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L73	L74	L75
Rarity Level	2	3	4
Point Value	17	19	21
Starting Speed	8	8	8
Starting Attack	7	7	8
Starting Defense	14	15	15
Starting Damage	3	3	3
Starting Range	0	0	0

"It was concluded that the Grinder is actually an Orc Crusher who has learned to focus its seething rage inward as it revels in the chaos of battle. It heals itself by magicks much more akin to Sect abomination rather than the natural ability of the Trolls." ~Scholar-magus Anunub

Game Tip

This Orc has Regeneration and Berserk placed one slot before it gets demoralized; push this cheap-cost figure hard to get the abilities you need.

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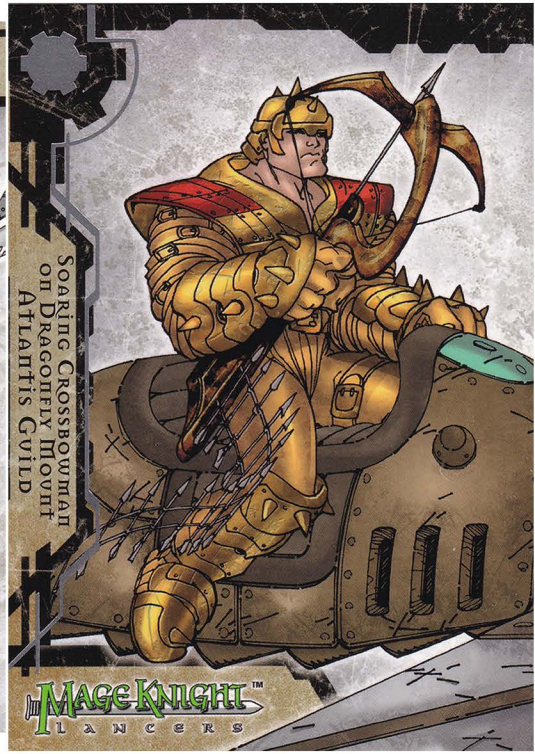
Heavy Lancer on Heavy Warhorse
Knights Immortal
Mage Knight
Lancers

Nightmare Banshee on Nightmare
Necropolis Sect
Mage Knight
Lancers

Royal Pikeman
Knights Immortal
Mage Knight
Rebellion


Soaring Crossbowman
on Dragonfly Mount
Atlantis Guild
Mage Knight
Lancers

Light Cavalier on Light Warhorse
Knights Immortal
Mage Knight
Lancers

Light Lancer on Light Warhorse
Knights Immortal
Mage Knight
Lancers

Fell Banshee on Skeletal Fell Beast
Necropolis Sect
Mage Knight
Lancers

Fell Reaper on Skeletal Fell Beast
Necropolis Sect
Mage Knight
Lancers

LA38 Heavy Lancer on Heavy Warhorse
Knights Immortal

Collectors Number	WEAK L112	STANDARD L113	TOUGH L114
Rarity Level	3	4	5
Point Value	35	46	51
Starting Speed	6	6	6
Starting Attack	10	10	11
Starting Defense	16	16	16
Starting Damage	3	3	4
Starting Range	0	0	0

Although heavier armor and the warhorse barding slows down their mounts, Heavy Lancers make up for it in added protection and in stamina. Lancers tend to be much more serious than their younger counterparts, though given the Rivvenheim Elves' natural bent toward sobriety, not many would notice the difference.

Game Tip

Overrunning enemy missile troops is this warrior's bread and butter – but one-on-one melee isn't out of its scope of ability.

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LA36 Nightmare Banshee on Nightmare
Necropolis Sect

Collectors Number	WEAK L106	STANDARD L107	TOUGH L108
Rarity Level	3	4	5
Point Value	40	42	45
Starting Speed	6	6	7
Starting Attack	8	9	9
Starting Defense	15	15	15
Starting Damage	2	2	3
Starting Range	8	8	8

The Nightmare Banshee roams the cold ridges north of the Sect territories, riding a fleshless steed with eyes of night and hooves of flint. Stories say that the ones she catches never die – she rides to her den with the stolen, still-weeping heads of her victims tied alongside the reins.

Game Tip

With Battle Fury to prevent capture, the Nightmare Banshee can charge into the enemy ranks, set off a Shockwave, then hold out until reinforcements arrive.

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RE34 Royal Pikeman
Knights Immortal

Collectors Number	WEAK 100	STANDARD 101	TOUGH 102
Rarity Level	3	4	5
Point Value	14	16	19
Starting Speed	8	8	8
Starting Attack	7	8	8
Starting Defense	15	15	15
Starting Damage	2	2	2
Starting Range	0	0	0

Amongst the Knights Immortal, any high-elf who would risk their near-immortal lifetime on the battlefield against a worthy foe is well respected. Those elves that wield the long, stabbing pikes against the enemies of the Rivvenheim people are respected for their bravery, both in life and in death.

Game Tip

As one of the best defensive figures in the game, use their Pole Arm ability to bodyguard your leaders from any potential harm.

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LA32 Soaring Crossbowman on Dragonfly Mount
Atlantis Guild

Collectors Number	WEAK L94	STANDARD L95	TOUGH L96
Rarity Level	3	4	5
Point Value	30	34	37
Starting Speed	12	12	12
Starting Attack	7	8	9
Starting Defense	15	15	15
Starting Damage	1	1	2
Starting Range	8	10	10

Soaring Crossbowmen are more easily recognized by the wild mane of hair that streams out behind them, the result of Crossbowmen who have grown out their topknot. Though not regulation, it is an affectation the Guild tolerates.

Game Tip

This flying version of the Atlantean Crossbowman has an extended damage track. With the aid of healers, this figure has all the longevity you'll need.

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LA39 Light Cavalier on Light Warhorse
Knights Immortal

Collectors Number	WEAK L115	STANDARD L116	TOUGH L117
Rarity Level	3	4	5
Point Value	28	32	37
Starting Speed	7	7	7
Starting Attack	9	10	10
Starting Defense	14	14	14
Starting Damage	2	2	3
Starting Range	0	0	0

No less horsemen than the Lancers, the cavaliers of the Knights Immortal ride as if born to horseback. Although not quite so concerned with blazing speed, their warhorses are not slow beasts and hold their composure even if struck by enemy swords.

Game Tip

With the ability to move 7" and early Weapon Mastery, this is a powerful figure – but beware its low defense rating and vulnerability to missile fire.

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LA37 Light Lancer on Light Warhorse
Knights Immortal

Collectors Number	WEAK L109	STANDARD L110	TOUGH L111
Rarity Level	3	4	5
Point Value	28	33	36
Starting Speed	7	7	7
Starting Attack	9	10	10
Starting Defense	14	14	14
Starting Damage	2	2	3
Starting Range	0	0	0

When the questors of the Knights Immortal rode the breadth of the Land during the Age of Princes, the Lancers numbered highly among them. When on the ride today, this Lancer may also serve as a heraldic bearer, flying brightly-colored pennants off of their spears to proclaim the presence of their lord.

Game Tip

This figure can push, have one decisive combat, then should be moved out of the melee to get the healing necessary to keep it at top potential.

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LA35 Fell Banshee on Skeletal Fell Beast
Necropolis Sect

Collectors Number	WEAK L103	STANDARD L104	TOUGH L105
Rarity Level	3	4	5
Point Value	40	42	46
Starting Speed	14	14	14
Starting Attack	8	9	9
Starting Defense	15	15	15
Starting Damage	2	2	3
Starting Range	8	8	8

"I've spent two months in the sun here on Delphane. Up by the Sect Territories, I saw something that I never want to see again. Killed three of my troop, it did. Plain died of fright, they did. Far as I see it, the further I stay away from those Banshee things, the better."
—Ranger Jonne

Game Tip

A simple recipe for victory: fly into a knot of enemy troops, push for a Shockwave, and retreat two turns later. Heal and repeat.

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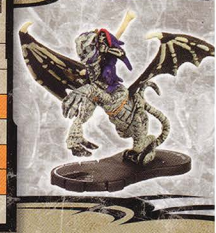
LA33 Fell Reaper on Skeletal Fell Beast
Necropolis Sect

Collectors Number	WEAK L97	STANDARD L98	TOUGH L99
Rarity Level	3	4	5
Point Value	36	38	43
Starting Speed	14	14	14
Starting Attack	9	10	10
Starting Defense	15	15	15
Starting Damage	3	3	4
Starting Range	0	0	0



It is suspected, though yet to be proven, that a Reaper is closely related to the Sect necromancers. Though of no discernible magical talent there is no denying the presence of unnatural forces at work, both in the creature and in the chill energies instilled into its deadly melee weapon.

Game Tip

Toughness, Battle Fury and a powerful movement rate make for a prize-winning Sect warrior that's tough to stop.

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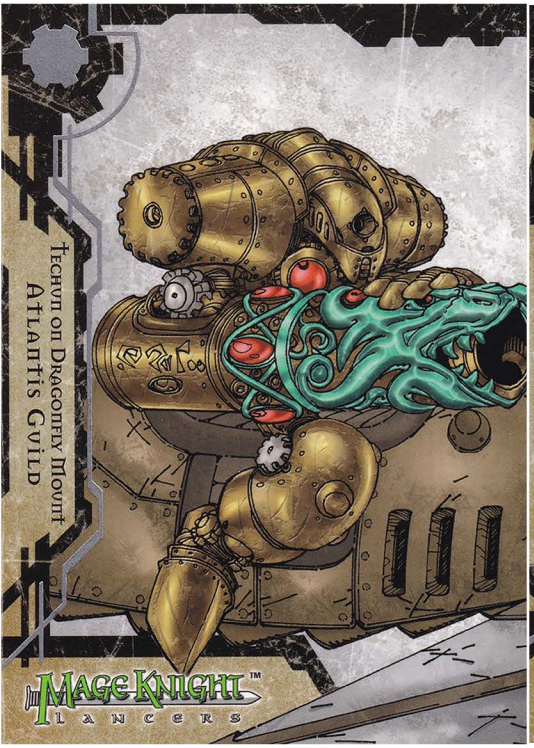

Techvn on Dragonfly Mount
Atlantis Guild
Mage Knight
Lancers

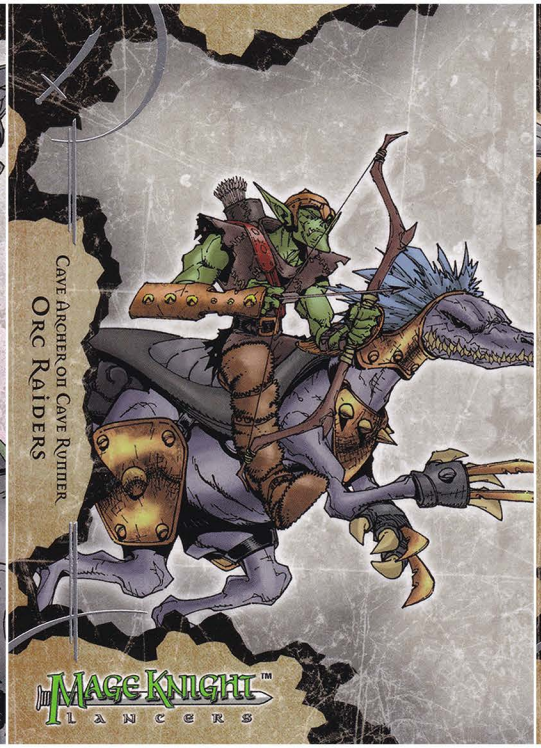
Ahkhar Archer on Ahkhar Runner
Orc Raiders
Mage Knight
Lancers

Ahkhar Butcher on Ahkhar Runner
Orc Raiders
Mage Knight
Lancers

Heavy Cavalier on Heavy Warhorse
Knights Immortal
Mage Knight
Lancers

King of the Dead on Skeletal Fell Beast
Necropolis Sect
Mage Knight
Lancers

High Battle Mage on
Scorpion Mount
Atlantis Guild
Mage Knight
Lancers


Cave Archer on Cave Runner
Orc Raiders
Mage Knight
Lancers

Cave Butcher on Cave Runner
Orc Raiders
Mage Knight
Lancers

LA46 Techun on Dragonfly Mount
Atlantis Guild

	UNIQUE
Collectors Number	L134
Rarity Level	6
Point Value	96
Starting Speed	12
Starting Attack	13
Starting Defense	17
Starting Damage	5
Starting Range	12

This soaring golem is capable of devastating attacks, winging down into a battle and striking with a powerful magestone-powered cannon. First fielded against the Elemental League, during the ocean battle off Rikker's Isle, the Elves christened it zephyrgallem, the Stormwind Golem.

Game Tip

With a defense of 19 against ranged attacks and a 5 damage punch at 12", use the Techun fearlessly as your army's primary attacker.

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LA44 Ankhar Archer on Ankhar Runner
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L130	L131	L132
Rarity Level	3	4	5
Point Value	28	33	35
Starting Speed	5	5	5
Starting Attack	8	8	8
Starting Defense	15	16	16
Starting Damage	1	1	1
Starting Range	8	8	8

More comparable to a sauntering battle-tower than mounted cavalry, the Orcs of the Fist that are skilled enough to both shoot and ride are assigned to ride the surly ankhar into battle. Life between battles can sometimes be dull, and many of the Archers play a deadly variation of hide-and-go-seek to pass the time.

Game Tip

The Bound ability gives some special versatility to these durable warriors, and gives the Orc Raiders some much needed fire support.

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LA42 Ankhar Butcher on Ankhar Runner
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L124	L125	L126
Rarity Level	3	4	5
Point Value	36	37	45
Starting Speed	5	5	5
Starting Attack	9	9	10
Starting Defense	16	16	16
Starting Damage	3	3	3
Starting Range	0	0	0

While praised for their meat, their strength and their thick shells, the ankhar have only recently, in the space of the last few lifetimes, been trained exclusively as battle-mounts—a task not lightly undertaken even by the most fearless of Orc warriors.

Game Tip

With Battle Armor and two slots of Toughness, this rough-riding Orc Raider can usually outlast other medium fighters of similar cost.

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LA40 Heavy Cavalier on Heavy Warhorse
Knights Immortal

	WEAK	STANDARD	TOUGH
Collectors Number	L118	L119	L120
Rarity Level	3	4	5
Point Value	35	42	47
Starting Speed	6	6	6
Starting Attack	10	10	11
Starting Defense	16	16	16
Starting Damage	3	3	3
Starting Range	0	0	0

After the siege of Rothe, when the Necropolis Sect attempted to break the Knight Immortal lines in an effort to spirit away Necromancer Juhl-lat, only one Cavalier finally rode free of the battle, bringing back to his warhost the head of the unlucky Juhl-lat.

Game Tip

Move from opponent to opponent with this warrior, dealing crippling blows and keeping one step ahead of the enemy all the way.

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LA47 King of the Dead on Skeletal Fell Beast
Necropolis Sect

	UNIQUE
Collectors Number	L135
Rarity Level	6
Point Value	124
Starting Speed	14
Starting Attack	12
Starting Defense	17
Starting Damage	4
Starting Range	0

Originally resurrected from the graves of mortal kings to serve the Necropolis Sect. Their creator, Kho Ta, fled to the headwaters of the Whitespray, releasing his control over these powerful undead. While many of the Kings have been recaptured by the Sect, there are others who still freely wander the Land.

Game Tip

Push towards the Invulnerability slot near the end of a battle to help ensure survivability. Then use Necromancy to bring some friends to the party.

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LA45 High Battle Mage on Scorpion Mount
Atlantis Guild

	UNIQUE
Collectors Number	L133
Rarity Level	6
Point Value	143
Starting Speed	5
Starting Attack	12
Starting Defense	15
Starting Damage	4
Starting Range	12

Their superior tactical and strategic training allows these masterful mages to outmaneuver their foes without personally entering the fray. But unlike a lesser demi-magus, their superb magical capabilities gives them the option of engaging whatever enemies are stupid enough to dare approach.

Game Tip

With a combination of Bound, Magic Blast and five slots of Command, this figure should be used in conjunction with a Defend figure and a healer close at hand.

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LA43 Cave Archer on Cave Runner
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L127	L128	L129
Rarity Level	3	4	5
Point Value	25	29	31
Starting Speed	7	7	7
Starting Attack	8	8	8
Starting Defense	15	15	15
Starting Damage	1	1	1
Starting Range	8	8	8

The Cave Archer is a cave dweller, and is immediately distinguishable from the other Orcs of the Fist due to their small stature and size. But even when on the back of a lurching jebta, the arrows fired by these keen-eyed warriors often strike fast and deep into the flesh of their opponents.

Game Tip

Keep this Archer out of the main battle and use its Bound ability for a quick wound or an important kill when the opportunity presents itself.

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LA41 Cave Butcher on Cave Runner
Orc Raiders

	WEAK	STANDARD	TOUGH
Collectors Number	L121	L122	L123
Rarity Level	3	4	5
Point Value	33	35	44
Starting Speed	7	7	7
Starting Attack	8	9	9
Starting Defense	15	15	15
Starting Damage	2	3	3
Starting Range	0	0	0

The Cave Orc tribes fled extinction at the hands of a rival Orc khan more than a century ago, and found sanctuary in a maze of caves. While in the caves, they encountered and domesticated a subterranean creature they now call a jebta, which in time they learned how to train to ride and fight.

Game Tip

Send these cavalry right up to the front lines. Their ability to push/Charge up to 21" makes them best suited for the thick of battle.

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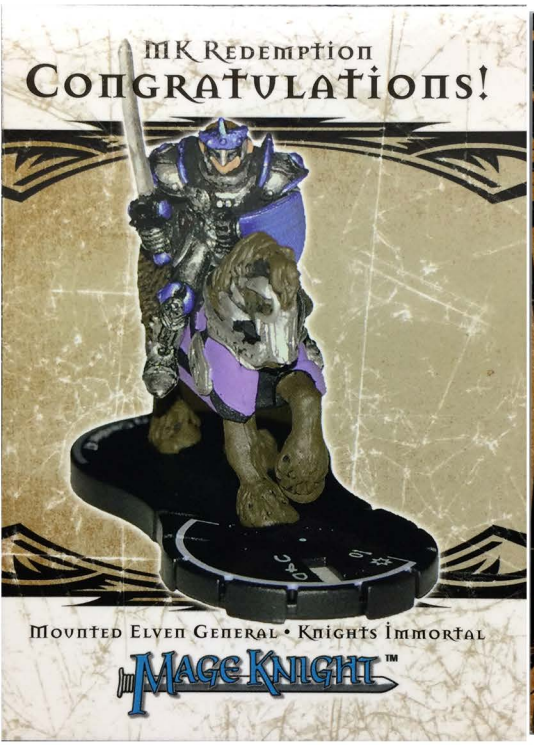
Arcane Draconum
Draconum
Mage Knight
Lancers

Taskmaster
Orc Raiders
Mage Knight
Lancers

Martyr on Light Warhorse
Knights Immortal
Mage Knight
Lancers

Vhelrik Charger on Nightmare
Necropolis Sect
Mage Knight
Lancers


MK Redemption
Congratulations!
Mounted Elven General • Knights Immortal
Mage Knight

Lich
Mage Spawn
Mage Knight
Lancers

High Elf General
Knights Immortal
Mage Knight
Lancers

Champion on Heavy Warhorse
Knights Immortal
Mage Knight
Lancers

LA54 Arcane Draconum
Draconum

	UNIQUE
Collectors Number	LI42
Rarity Level	6
Point Value	202
Starting Speed	8
Starting Attack	15
Starting Defense	19
Starting Damage	5
Starting Range	14

"Could all Draconum manifest their final stage of metamorphosis in this strange shape? Certainly the power of this all-powerful, serpent-tailed Draconum must have limits. Will all the Draconum we have seen throughout the Land one day grow into this final unstoppable form?" —private musings of Maleficius

Game Tip

Count on this Draconum's ability to reduce damage through every slot, including two slots of Invulnerability, when building formations.

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LA52 Taskmaster
Orc Raiders

	UNIQUE
Collectors Number	LI40
Rarity Level	6
Point Value	32
Starting Speed	8
Starting Attack	10
Starting Defense	15
Starting Damage	2
Starting Range	0

Chosen from among the Orcs for his intelligence and ability to command, and armed with flails made from long, ropy braids of ankhar muscle, the Taskmaster is generally used to keep the more weak-minded Orcs and Goblins under control during a battle with nothing more than the threat of great physical harm.

Game Tip

As the cheapest leader figure in the game, the extra actions gained through its four slots of Command might often be the deciding factor of your army's battles.

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LA50 Martyr on Light Warhorse
Knights Immortal

	UNIQUE
Collectors Number	LI38
Rarity Level	6
Point Value	74
Starting Speed	7
Starting Attack	9
Starting Defense	15
Starting Damage	2
Starting Range	8

Like the Champion, these warriors are mostly of common ancestry and have pursued a life of warcraft out of a driving personal need rather than out of respect for heritage or the traditions of tempel. Wherever they go, they find trouble and very often find a way to die gloriously in battle for a worthy cause.

Game Tip

A few clicks into her dial she gets Bound and Magic Healing, allowing both tactical flexibility and the ability to heal a front-line fighter on the fly.

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LA48 Uhlrik Charger on Nightmare
Necropolis Sect

	UNIQUE
Collectors Number	LI36
Rarity Level	6
Point Value	118
Starting Speed	7
Starting Attack	13
Starting Defense	18
Starting Damage	4
Starting Range	0

The Uhlrik are a part of the feared Order of Vladd. Those vampiric members of the Order that choose to undergo this powerful Necromental transformation have their bodies melded to a specially prepared suit of magical armor. The metamorphosis creates an undead warrior eternally shrouded in living steel.

Game Tip

A figure with five slots of Charge supported with Vampirism, this combo allows Uhlrik to Charge, attack, heal, disengage, repeat and abuse.

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RD-1 MK Redemption

Mounted Elven General
Knights Immortal

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Mage Knight Rebellion

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LA53 Lich
Mage Spawn

	UNIQUE
Collectors Number	LI41
Rarity Level	6
Point Value	93
Starting Speed	6
Starting Attack	12
Starting Defense	16
Starting Damage	2
Starting Range	12

A lich is a sorcerer who willingly transformed themselves into a kind of powerful Mage Spawn in order to achieve great power or possibly to attempt to gain eternal life. These horrific creatures are feared throughout the Land as walking representations of evil incarnate.

Game Tip

When your opponent can no longer deliver three or more clicks of damage with any figure, push until you get to the Lich's Invulnerability slot.

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LA51 High Elf General
Knights Immortal

	UNIQUE
Collectors Number	LI39
Rarity Level	6
Point Value	60
Starting Speed	8
Starting Attack	13
Starting Defense	17
Starting Damage	4
Starting Range	0

The High Elf General is a terrible foe, and many often think they are facing a new golem from the empire rather than a flesh and blood Elf of Rivvenheim. While the Paladin Prince rely on their magical heritage to win the day, the High Elf General use their tactics, wisdom, and a cleaving greatsword to make their own victory.

Game Tip

A very effective leader for a close combat formation. Just wade into the thick of battle with a Liege Knight and a couple of Squires for maximum havoc.

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LA49 Champion on Heavy Warhorse
Knights Immortal

	UNIQUE
Collectors Number	LI37
Rarity Level	6
Point Value	90
Starting Speed	6
Starting Attack	12
Starting Defense	16
Starting Damage	3
Starting Range	0

Champions are not of noble blood, and instead come from common stock, often defying traditions and even laws to learn the trade of warcraft. Masters of horse, blade, and shield, Champions may ride alone, with 'free' armies, or alongside a tempel warhost without prejudice.

Game Tip

Five slots of Charge, four slots of armor and weapon mastery ensures lots of carnage. Keep a healer nearby to keep your Champion healthy.

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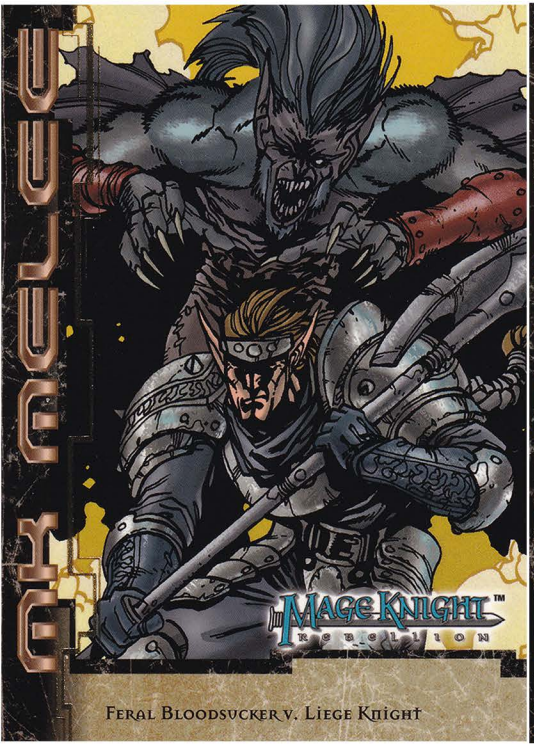
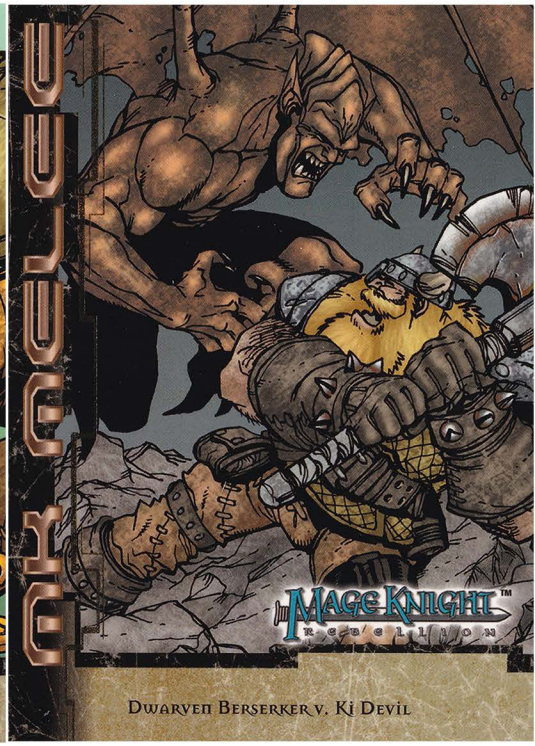


Feral Bloodsucker v. Liege Knight

Screeching Terror v. Black Powder Boomer

Utem Guardsman v. Khamsin Freelancer



Dwarven Berserker v. Ki Devil

Amazon Blademistress v. Half-Troll Hacker

Amotep Incinerator v. Crypt Worm

Necromancer v. Temple Blademaster

Woodland Scout v. Nightblade

ME7

Feral Bloodsucker
Necropolis Sect

V.

Liege Knight
Knights Immortal

MK MELEE

The Feral Bloodsuckers are a kind of nopheratu, a greater undead. Roaming their territories in small packs known as "Fists", they mark their hunting grounds with the bloodless husks of their kills. The Liege Knights, brave warrior of the Knights Immortal, reputedly prove themselves to their Lieges by offering the heads of the Bloodsuckers they have personally slain.

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ME5

Screeching Terror
Necropolis Sect

V.

Black Powder Boomer
Black Powder Rebels

MK MELEE

Screeching Terrors are found throughout the battlefields of the Land, scavengers that willfully feed upon the blood of injured or fallen warriors. Black Powder Boomers, while used to fighting against these Magespawn in battle, often take great pleasure in picking these "vermin" off from range while the monsters are busy consuming their ill-gotten meals.

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ME3

Utem Guardsman
Atlantis Guild

V.

Khamsin Freelancer
Black Powder Rebels

MK MELEE

Khamsin was one of the first city-states to break from the Empire after the assassination of the Prophet Magus, but was then torn apart by civil war. The Guild covets the Khamsin state, and will go to nearly any length to reabsorb this secessionist state back into the larger Empire. The Khamsin peoples care little for the Empire, and value their freedom above all else.

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ME1

Dwarven Berserker
Black Powder Rebels

V.

Ki Devil
Mage Spawn

MK MELEE

The conflict between a Dwarven Berserker and their predatory mountain enemies, the Ki Devil, is a battle on two different levels. While the physical conflict between these two combatants is intense, the Dwarf must also sustain their fury as a shield against the Ki Devil's ongoing barrage of mind-numbing psychic attacks.

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ME8

Amazon Blademistress
Black Powder Rebels

V.

Half-Troll Hacker
Orc Raiders

MK MELEE

The Hacker is a by-product of an unfortunate breeding between Orc and Troll, resulting in a mottled, damaged hulk capable only of menace and slaughter. Some of the Amazon Blademistresses, deadly masters of the sword, have taken up the bounty offered by the Elemental League for the destruction of every Hacker that can be found.

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ME6

Amotep Incinerator
Atlantis Guild

V.

Crypt Worm
Mage Spawn

MK MELEE

Crypt Worms begin as finger-length wrigglers, but with enough time - and corpses - they can grow to their full, towering Troll-crushing size. The Amotep Incinerators, armed with their flame-throwing cannons, often target these difficult foes out of self-defense - or more often due the fact that if the Worms are flamed long enough, they will eventually explode in an extremely satisfying manner.

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ME4

Necromancer
Necropolis Sect

V.

Temple Blademaster
Knights Immortal

MK MELEE

The Necropolis Sect and the Knights Immortal have clashed ever since the Sect made its new home at Isle Fey Necropolis more than a century ago. Blademasters frequently lead their valiant troops against the Sect in the hope of limiting the advance of the foul Necromancers, and as a way of preserving the living from the atrocities of the dead.

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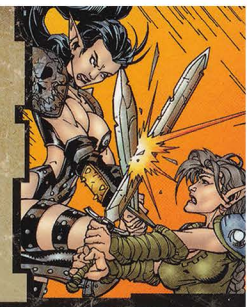
ME2

Woodland Scout
Elemental League

V.

Nightblade
Necropolis Sect



MK MELEE

The Woodland Scouts are trained to observe, return and report, but aren't built for brutal combat in the way that the blood-pit trained Nightblades are. Their Sect counterparts aren't as concerned with information as with their own selfish survival, as the key lesson that every Nightblade learns in the blood comes to influence every decision they will ever make - never, ever lose.

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Magus Draconum v. Order of Vladd

Paladin Prince v. Wraith

Chaos Mage v. Magna Draconum

Brass Golem v. Wood Golem

Hierophant v. Storm Golem

Steam Golem v. Bone Golem

Magus v. Elemental Priest

Crusher v. Werebear

ME15

Magus Draconum
Draconum

V.

Order of Vladd
Necropolis Sect

MK MELEE

The Order of Vladd, the vampire-princes of the Necropolis Sect, are something that the returning Draconum have apparently seen little of beforehand. Much in the same way that a cat plays with a mouse before tearing its head off, the Draconum have been seen to toy with these nopheratu on the battlefields of the Land in order to learn the full capabilities of these powerful undead.

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ME13

Paladin Prince
Knights Immortal

V.

Wraith
Mage Spawn

MK MELEE

The Paladin Prince represents the Rivvenheim Elves' strength, vitality, and perseverance against the forces that would deny their glorious nation immortality. The Wraith seeks to steal that Elven vitality, to twist and break the soul of this Elven Paladin in order to gain power over the self-styled avatar of truth and glory.

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ME11

Chaos Mage
Orc Raiders

V.

Magna Draconum
Draconum

MK MELEE

A Chaos Mage is an Orcish wizard with unpredictable powers, while the Magna Draconum has a very predictable penchant for destruction. While the Chaos Mage all by himself isn't much of a threat, the bag of tricks that his powers provide - lightning, levitation, magical explosions - may provide enough time and opportunity for the Orc to save his own skin.

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ME9

Brass Golem
Atlantis Guild

V.

Wood Golem
Elemental League

MK MELEE

While a Wood Golem is grown and nurtured by the Priests and Priestesses of the Elemental League, the Brass Golem is built, constructed by the Atlantean technicians capable of creating these cold-skinned war machines. When the two clash, it is often a matter of pride and honor for the makers on which one of the Golems defeats the other.

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ME16

Hierophant
Draconum

V.

Storm Golem
Atlantis Guild

MK MELEE

The wizards of the Atlantis Guild have long created magical devices to make up for their soldier's shortcomings on the battlefield - and the magnificent Storm Golem is no exception. When one of these juggernauts appears on the field, an Hierophant will often engage it directly out of personal honor, as well as to test whether these masterpieces of Atlantean endeavor can stand up to the might of an angry Draconum.

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ME14

Steam Golem
Black Powder Rebels

V.

Bone Golem
Necropolis Sect

MK MELEE

The Necromancers of the Necropolis Sect infuse their Bone Golems with the same strange necromantic energies that animate the rattling Magespawn Skeletons. While the Rebels that build the Steam Golems may not have access to any powerful magics, they do have enough black powder and cannon-shot to allow their Steam Golems to blow apart anything that gets in their way.

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ME12

Magus
Atlantis Guild

V.

Elemental Priest
Elemental League

MK MELEE

The Magus represents the height of Atlantean domination, while the Elemental Priest bears the knowledge and determination to protect the Land against the ravages of the Atlantis Guild. Magestone, the very substance required for Atlantean techno-magics, must be strip-mined from the Land at the cost of enormous destruction to the natural environment - and it is up to the Elemental Priests to stop these atrocities.

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ME10

Crusher
Orc Raiders

V.

Werebear
Mage Spawn

MK MELEE

Werebears are a menace throughout the Land, but in the steppes of the Fist, the Orc homelands, the Werebear's predatory nature has led to the extermination of more than one of the smaller Orc tribes. The only kind of Orc that can hold up against this transforming threat is the Crusher, large in size and armored with everything the Orcs can provide.

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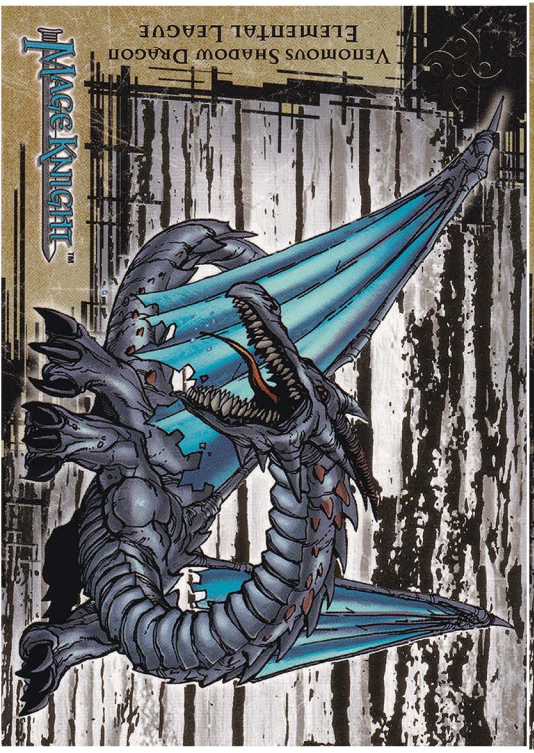

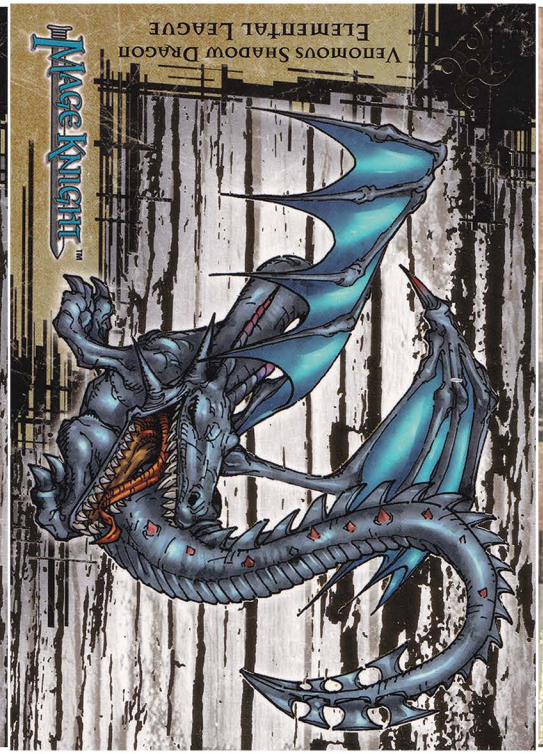

DR4

Venomous Shadow Dragon
Elemental League

Tales from the Age of Mists tell of creatures of scale and shadow large enough to devour a warhorse whole. These Shadow Dragons were once the bane of the early tribes that lived in the lowlands. Now, with Orcs and Elves, Humans and Dwarves in such abundance, the Shadow Dragons shall have no lack of good things to eat.

Game Tip

Use terrain types like Abrupt Elevated Terrain or to turn a sure win into overkill.

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DR3

Venomous Shadow Dragon
Elemental League

From the bottoms of murky mountain pools come Dragons not seen in the Land for almost a thousand years. Awakened from their slumber by the call of a magical artifact called the Sentinel, they now prowl through the mountains seeking gold and bones with which to line their cavernous nests.

Game Tip

Use clouds of cheap figures to keep potential dragon-slayers from getting in too close.

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DR1

Great Fire Dragon
Elemental League

Throughout the Land the call of an ancient artifact called the Sentinel brought heroes and thieves to the small country of Fairhaven to quest for a new cache of magestone. But the call did not merely bring treasure seekers, but it also awakened the slumbering Dragons of old.

Game Tip

What doesn't burn, stomp flat. Don't hesitate to enter your Dragon into close combat with enemy figures.

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